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gba WORLD



**SPECIAL
EDITION
GBA SP!**



**METROID
ZERO MISSION
SAMUS
RETURNS!**



FIRE EMBLEM!
We review Nintendo's
latest strategy smash!



**PREVIEWED
Shrek 2!**



**SIMPLY
FABULOUS!**
Bust out with
The Sims on GBA!



**MARIO
& LUIGI**
Massive
playguide!

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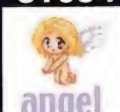
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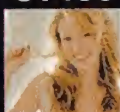
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Polyphonic Tones

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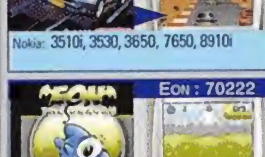
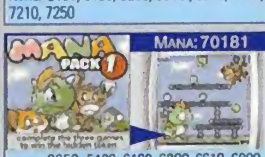
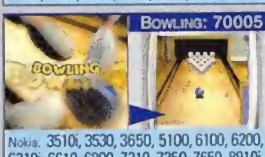
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AND (NO) MORE



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MEET THE

TEAM



Dan



Wow, we're really moving along now, aren't we? What issue are we up to? Eight? Man, time really does fly when you're having fun... Through a series of individually minor embellishments, *GBA World* has changed significantly over the past ten months or so. What we you see before you in this issue represents the end of an evolution. The mag in your hands is slick, it's funky, it's colourful, it's funny... it's a *GBA World* that we as a team can be proud of and that you as a reader can enjoy to the fullest extent possible. In that regard, I'm going to take this opportunity to thank our departing Art Director, Clare Hews. Without her hard work and flair for design, *GBA World* would be but a shadow of what it is today. Good luck in the future, Clare - we're going to miss you.

Kupo! Kupo!

Ness



A big shout out to all fans of Nurse Ness - especially Chris Pyle. Thanks for the photo!

John



I'm back! I have a giant mushroom! I have Fire Emblem! Yay for me!

Tim



Evar since playink Terminator 3, I cannot sztop schpeakink like Arnie Schwarzenegger!

Agata



Animal Crossing... Animal Crossing... Animal Crossing... Animal Crossing...

Eleanor



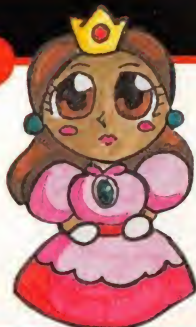
Kweh! Kweh!

March



I finished Metroid: Zero Mission in just over three hours. I am a Metroid god.

Fiona



I am the mighty Green Wizard! Don't ask why. I just am. Accept it or face my wrath!

Patrick



Do you like my comic on the back page? I drew it with crayons made of PUPPIES.

Clare



So long gamers! I'm taking my Yoshi suit off for life in the wacky world of cinema :)

DOUBLE TROUBLE!

NINTENDO REVEAL PLANS FOR NEW HANDHELD CONSOLE!

As you've doubtlessly heard by now (damn this two-month lead time!), Nintendo has shocked the gaming community and announced plans for a new handheld console to be released by Christmas this year.

Details on the new machine – unimaginatively called “Nintendo DS” – are scarce at the moment, although what we DO know is very interesting indeed. According to the official press release issued by Nintendo, the handheld will feature “two TFT LCDs in a vertical position as well as two CPUs”. So yes, what we’re looking at here is a console with TWO screens and TWO computer processors under the hood.

The twin screens will be approximately 3 inches in diameter (around the same as the GBA) and the processors will apparently sport “semiconductor memory up to one gigabit”. We have no idea what that means either, so just do what we do: smile and nod your head enthusiastically.

Frustratingly, Nintendo has been tight-lipped about revealing any other pertinent technical details – such as how many buttons the machine will have and whether or not it will be backwards compatible with the existing GBA – but we are assured that all will be revealed at this year's E3 show in June. In regards to what kind of games we should expect to see on the DS, the Big N has been similarly secretive and has so far offered no specific details on upcoming titles.

“We have developed the Nintendo DS based upon a completely different concept from existing game devices in order to provide players with a unique entertainment experience for the 21st century,” said Nintendo president Saturo Iwata.

Of course, whether or not “completely different” equates to “any good” in gaming terms is another matter altogether. How are two-screens better than one? According to the previously cited press-release, “players will no longer be forced to interrupt game play to shift perspective, such as moving from a wide shot to a close up, or alternating between a character's ongoing battle and a map of their environment. Nintendo DS makes it possible to perform the tasks in real time by simply glancing from one screen to the other”.

Frankly, none of us at *GBA World* have ever found switching screens in a game particularly troublesome, but maybe that's because we've never had two screens to play with before. Still, we'd be lying if we didn't say we're a little sceptical of the DS so far. The machine seems odd and somewhat unnecessary in light of the GBA's enormous



These are fan concepts only - but this is still sweet! ▲

All screens courtesy of the Hyperactive forums... ▼



success. However, we're willing to give Nintendo a go on this and you should too. After all, these guys have been making consoles for a long time now – you'd have to assume they know what they're doing... right?



WIN! WIN! WIN!

HARVEST MOON GAMES AND SYSTEM-LINK CABLES UP FOR GRABS!



Although most of us here at GBA World haven't done any kind of manual labour in many, many, many years, we all have the utmost respect for farming, farmers and farms. We eat stuff and – for the most part – “stuff” comes from farms. We like to eat because it keeps us alive, so hooray for farming!

This adulation of all things agricultural could be the reason we love the new Harvest Moon titles so much, but it's probably got more to do with the fact that they're just really good games that are fun to play. At any rate, our good friends Ubi Soft and Nintendo have decided to share the joy with our lucky readers by giving us FIVE Harvest Moon twin prize packs to give away. Including in each pack are the following goodies:

- ONE copy of Harvest Moon: Friends of Mineral Town for GBA
- ONE copy of Harvest Moon: It's a Wonderful Life for GCN
- ONE GBA/GCN System-Link cable

That's, like, almost 200 dollars worth of goodies in each! Awesome! If you want to win one of these prize packs, all you have to do is write the answer to the following question on the back of an envelope and send it in!

Q. If you could create your very own animal from scratch, what kind of animal would it be and what would it be called?

Send all entries to:

It's a Wonderful Life!
GBA World
78 Renwick St.
REDFERN, NSW
2016

Comp closes on 25th of April, so get cracking and good luck!



Comp Rules: Only one entry per reader is allowed. Multiple entries and padded envelopes will be binned immediately. No competition mail is opened, so please do not include letters, artwork or any other correspondence in the same envelope. Thanks.

WIN! WIN! WIN!

LIMITED EDITION RIP CURL GBA SP COULD BE YOURS!

► That's right, you read that correctly: we are giving away ONE super special, limited edition Rip Curl GBA SP to the readers of GBA World! Featuring a killer Rip Curl design and wicked red shoulder buttons on a standard Platinum SP case, you don't have to be a surfer OR a gamer to see that this is

arguably the best looking GBA out there.

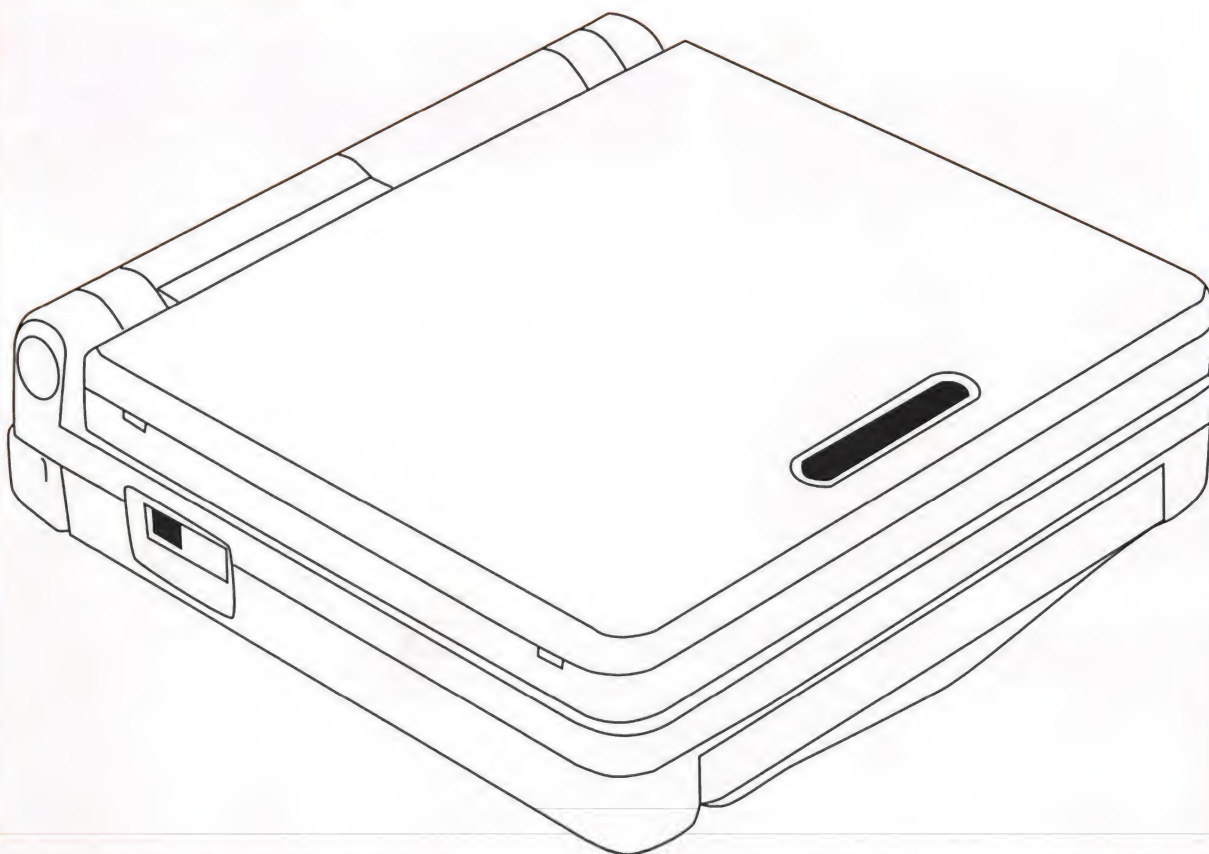
So, would you like to win this special prize? Well, okay, here's what you have to do: see the picture of the colourless GBA below this text? What we want you to do is colour it in with your own, special GBA design. You can make it anything you want:

pink with purple stripes, black and silver... whatever! Just make it look cool, send it to us when you're done and you could very well be the lucky recipient of this very wicked prize courtesy of Nintendo!

Send your entries to:

Rip Curl Comp
GBA World
78 Renwick St
Redfern NSW 2016

Comp closes on the 25th of April,
so get colouring and good luck!



Comp Rules: Only one entry per reader is allowed. Multiple entries and padded envelopes will be binned immediately. Thanks.

GIVEAWAYS

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07



Hey gang! Just take a look at the awesome DVDs we've got for you this month!

PIKACHU'S PLAYHOUSE

DVDS FOR KIDS BIG AND SMALL

Final Fantasy Unlimited: Phase 1

Directed by Mahiro Maeda

Distributor: Av Channel

Rating: PG

IT'S TAKEN A LONG TIME FOR THIS series to make its way to Australia. Set in my favourite game world, this anime series combines mystery, adventure and a lot of corny lines. Fans of the Final Fantasy series are guaranteed to adore this alternative take on the world's most famous RPG franchise. After all, they remembered to put in Chocobos! Woo!



Teenage Mutant Ninja Turtles - Shredder Strikes

Distributor: Magna Pacific

Rating: PG

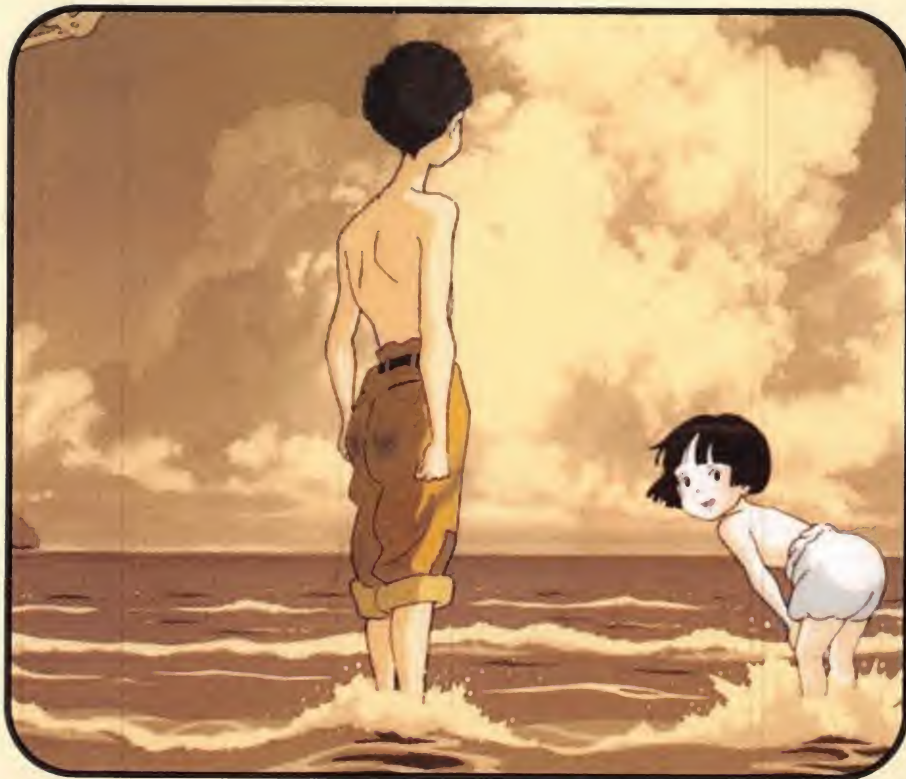
TURTLE POWER OUT SHINES THEM all in this revamp of the heroes in a half shell. While I grew up waking to the turtles every Saturday, a new breed is discovering these mutants with the release of a new series. And lucky them, because TMNT rocks as hard now as it ever did when I watched it! Quite a lot of fun if you're willing to give it a chance.

The League Of Extraordinary Gentlemen

Distributor: 20th Century Fox **Rating:** M

SEAN CONNERY IS THE SAVIOUR of this film that savagely dumps down the amazing story created by comic (the funny picture type) genius Alan Moore. The League of Victorian literary greats fight evil in front of great backdrops in amazing costumes. It's a very odd concept to be sure, but for whatever reason it seems to work really well. We don't know why. Maybe it has something to do with the cool suits. Anyway, this is a passable movie. It's just a shame about the crappy story and terrible dialogue.





Grave of the Fireflies

Directed By Isao Takahata

Distributor: AV Channel

Rating: M15+

WAR DESTROYS A LOT OF THINGS: cities, towns, traditions... people. Grave of the Fireflies vividly paints this picture of perpetual loss, but is also deeply infused with the message that "to live is everything."

This film takes a different approach to war. Instead of a victory there is only despair as the experience of conflict is told through the lives of the common people caught up in the titanic power struggle between countries. There is a distinctly human

touch, such as when 14-year-old Seita and 4-year-old Setsuko lose their mother when Kobe is bombed during World War II.

Without the political discourse that drives the majority of war films, Grave of the Fireflies is moving and depressing. Indeed, many will find themselves needing a reminder that the film is animated as the journey through despair and hope draws inexorably to its moving conclusion. Highly recommended.



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Hey gang! Just take a look at the awesome stuff we've rounded up for you!

Goodies!

NEOPETS – BATTLE FOR MERIDELL

Type: Trading Card Game

Distributor: Wizards of the Coast

Website: www.neopets.com



Since you're reading *GBA World*, I think it's fair to assume that you're a pretty cool person. As such, you probably already know all about Neopets – the collectible trading card game that's the hottest thing since sliced Pokémon – but did you know about the new expansion, Battle for Meridell? If not, then here's the lowdown: Based on the Neopia-shaking invasion of the Meridell kingdom by the forces of Darigan, Battle for Meridell introduces 140 new cards to collect, ten new Neopets species, a new card type and a new type of item in the form of Plushies. Basically, it's the expansion set Neopet fans have been asking for and it's also an excellent introduction for any interested beginners out there. Go and check it out and tell us what you think!



ALSO...

If you're a fan of Neopets and are looking for something a little different, go and check out the OTHER Wizards of the Coast trading card games like Magic: The Gathering and Duel Masters. Magic has been around for ten years now and is a favourite of ours here at *GBA World*. Basically, we like the strategy and depth it offers to serious players – it really is the perfect step-up from less "hardcore" games like Neopets and Pokémon. Duel Masters, on the other hand, we haven't played yet – but word on the street so far is that it's one of the most exciting new card-games to hit the market in a long while. We'll probably talk about it a little more substantially in the future, so make sure to stay tuned...



TDK I'MASPEAKER

Type: Audio Accessory

Distributor: TDK

Website: www.tdk.com.au



NOW THIS IS quite nice: what we have here is a CD wallet with a concealed flat-panel speaker built into it. If you're wondering how a CD wallet could possibly be relevant to you, then consider that a) it's great for hooking up to your GBA's headphone jack and b) it contains a pocket at the front perfect for holding a GBA and several games. What this means is that the I'MASPEAKER is essentially a GBA carry case that you can also hook-up to your console for stereo-quality sound on the go. We recently got the opportunity to extensively test one of these units, and after doing so we can quite truthfully say that the GBA's sound quality improves dramatically when hooked up to one of these babies. The Metroid theme never sounded so good!

However, there are a few downsides. For one thing, the cord you use to plug into the headphone jack is a little bit too short for our liking. Similarly, it would have also been nice to be able to separate the speakers as positioning them relative to your GBA can be a bit of a problem when they're a single unit. Also, the batteries tend to run dry rather quickly... but whatever! These are pretty petty complaints and don't seriously detract from

the overall quality of the product as a whole. As far as integrated accessories go, the I'MASPEAKER represents great value for the sound-conscious GBA gamer looking for something a little less "insular" than your standard high-quality headphones. Highly recommended.



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LINK'S LETTERS

YOUR CHANCE TO HAVE YOUR SAY!



Thomas More sent us this excellent rendition of three of Nintendo's biggest stars. Cool, eh?

Hey Link,

I have a few questions that desperately need answering... sort of.

1. Why hasn't GBA World previewed Metroid: Zero Mission yet? It has already come out in America, so why not? It's one of the best games around!
- 2 Can you please ask (very nicely) the GBA World staff to print the draw-date for the comps? I live in New Zealand, so I don't know if it's worth sending in entries when we get it about a month later then you guys in Oz.

Well, thanks for your time!

Richard, New Zealand

Heya Richard!

1. Because we reviewed it this issue, that's why! (Incidentally, we did something of a mini-preview for it in our E3 coverage in GBA World #4 – Ed)

2. Done and done, my friend! I tell you, things get done fast when

you've got a big Master Sword to wave in people's faces.

To Mr Link McLinkingston,

I'm a dedicated reader of Link's Letters and I just wanted to ask you a few questions:

1. I can't decide which game I should buy out of the following: Final Fantasy Tactics, Mario and Luigi Superstar Saga, Link to the Past or Lord of the Rings: Return of the King... which one should I get?
2. Is there a GBA World web site? If not, are there any plans to make one?
3. As far as you know, are there ANY good DBZ games for GBA at all? I mean, what is the deal with that? It's a good genre, why the heck can't they make a halfway decent game for it?
4. Is Super Mario Advance 2 any good?

That's all from me!

Brent Row, Queensland

Howdy Brent,

1. You're asking me – **LINK** – if I think you should buy A Link to the Past instead of a bunch of other crappy games? Of course LotP is the superior game! Of course you should buy it! In fact, you should buy several copies and a whole basket full of Wind Wakers while you're at it. Furthermore... (Snip! That's enough out of you – Ed)

2. No and probably not, unfortunately. However, you can always pop by www.hyperactive.com.au and check out the forums there. A few members of the GBA World staff are even known to pop around on occasion.

3. Legend of Goku 2 is a passable DBZ game, although it's definitely nothing special. To be perfectly honest, I'm not sure why we're even surprised that nobody's made a decent DBZ game. The show's complete tosh, so I don't see how anyone

could expect to make anything good based on it. (He said it, not us! – Ed) What are you talking about, Ed? Are you saying you like to watch spikey-haired musclemen stand around and scream at each other for thirty-minutes at a time? (You're just jealous because your hair is so floppy – Ed) My hair is not "floppy"! It's just... well groomed, that's all! Anyway, back to Brent's questions... (Good idea – Ed)

4. You mean Mario World? Oh, yeah – it's really good. Great, even.

Hello Link,

I have a few questions to ask you...

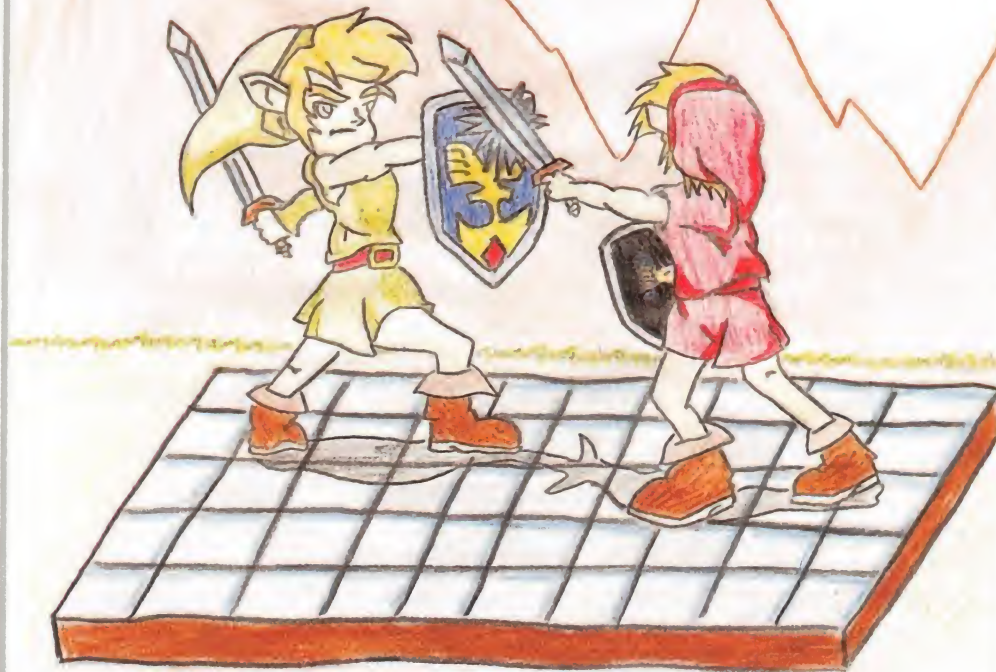
1. Is the other game that has Schala in it Chrono Trigger? I think she is the sister of Magus in 1200BC.
2. I was also wondering if any new Yoshi games were going to come out on GBA or NGC in the future... what's the good word?



Inside the mind of a GBA World genius... excellent artwork once again courtesy of Robyn Grellet.

Since we lost his envelope, we're not sure if we're spelling Brode Swift's name right. Sorry, dude!

LINK VS LINK



3. I have heard that if you pass all of Super Mario Advance 4, you can unlock Yoshi. Is this true?

Mieka Webb, SA

P.S. I'm a fourteen-year old GIRL!

Greetings Lady Mieka,

1. Yep, you're spot on there – but somebody else has beaten you to the punch,

I'm afraid! However, you get extra kudos for mentioning Magus...

2. None are planned at the moment, but it wouldn't surprise us to see something new pop up at this year's E3...

3. We haven't found him, so it's pretty unlikely that he's there. Although there was a petition to have the little green guy put in the game

via E-Reader card.

P.S. I'm a variably aged ELF-BOY!

Dear Link,

I have a few questions that that need some answering... (Who doesn't? – Link)

1. On almost all the cheat and hints websites that I've been to, there's all this stuff about Game Shark codes. What are they and where do you get them?
2. How many missions have you guys done on Final Fantasy Tactics: Advance? So far, I've completed 210...
3. What is your recommended team for FFTA? I use Marche, Montebell, a Bangaa, two Vieras and a human.

Thanks!

Ben Hardgrave

Howdy Ben,

I have a few answers that need reading...

1. The Game Shark is basically a cheat machine that you attach to your GBA. The codes you mentioned are "hacks" for GBA games that you put in via the Game Shark. These codes temporarily change games so that you can skip levels, get infinite lives and do other cheat type stuff. There are plenty of places to buy them online, but we'd recommend doing a bit of research first as they've got a reputation for being slightly unreliable.

2. Personally speaking, I've completed all 300. What can I say? I'm a legendary hero of lore.

3. Well, it really comes down to who you're fighting and what classes you've got available. Our favourite classes are Ninjas, White Mages, Sages, Snipers, Gunners and Fighters.

Dear Link,

Here is something my sister and I came up with. I hope you and the GBA World team enjoy it:

TEN REASONS YOU PLAY GBA TOO MUCH:

10) Whenever someone breathes in sharply to sneeze or yawn, you hide under the nearest coffee table screaming "Noooo! Don't eat me! You can't have my secret powers!"

9) Whenever you have an argument with someone, you try to win by jumping on his or her head.



It's a Robyn Grellet extravaganza! Is there any stopping her? We doubt it!



8) You are often seen talking to toadstools, flowers and any number of other inanimate objects.

7) Whenever you move you take four steps, perform an action, and then wait for your "next turn".

6) You often walk into the homes of complete strangers and start talking to them in the hope that they will give you items.

5) When you visit the supermarket you get excited, because you know eating 100 bananas will give you an extra life.

4) You don't need to use the breaks when you drive because it only slows you down. Besides, hitting pedestrians gives you bonus points.

3) You often try to grab fruit with your tongue and swallow it whole.

2) You can lay eggs.

1) Every so often, a monster of some description kidnaps the one you love while you helplessly stand around listening to their (evil) plans. Then, after they have left, you vow revenge and head off on an insanely long quest to defeat the "bad guy", rescue your loved one (who is probably a princess) AND save the universe in the process.

Kayla & Natasha Spranklin

Genius! Sheer genius, I tell you!

Hey Link,

I've got a couple of questions I'd like to ask...

1. Can you give me the address of a website where I can find Harvest Moon pictures and information?
2. Will there be any games in the future that just feature Yoshi by himself?
3. Is Kirby a girl or a boy?

Thanks,

Jon Collins, NSW

Yo Jon,

Thanks for the killer pictures! I'm going to print both of them, I think. Now, on to your questions...

1. No, but I can tell you to turn to p.38 for our review of Mineral Town on GBA, p.19 for our review of Wonderful Life on GCN or to p.6 for our wicked comp that gives you a chance to win both AND a GBA/GCN System-Link cable to boot. How's that?

2. Judging by his popularity, it's probable that the Big N will make a solo Yoshi game at some point in the future. Nothing specific has been announced at this stage, though.

3. You know, I've know that little pink puffball for years now and even beat the daylights out of it in the Smash Bros. tournaments, but I have NO IDEA what sex it is. I don't think it really matters. If you want Kirby to be a boy or a girl, then he or she is a boy or a girl. Pinky's pretty flexible like that.

Dear Link,

I've got a question which has

been annoying me ever since I first saw your GBA adventure, and this is it: How did you feel when you first picked up the Master Sword? Excited? Honoured? Maybe just a little bit scared? (Not that I'm knocking you! You're the bravest person I know!) Come on, what's your answer?

Thanks mate,

Harrie Bantick

Greetings Harrie, Gee... that's a tough question. I went through a lot of emotions upon picking up the Master Sword for the first time: relief, respect, fear... but the one that I felt most powerfully was sheer AWE. We're talking about the mystical sword of heroes here – the fabled weapon that I would use to rid Hyrule of the darkness

that was Gannon. It's hard not feel overwhelmed by a situation like that, you know?

That was an interesting question, Harrie – thank you. Your magazine is on its way.

Dear Link,

In the review of Sword of Mana in GBA World #7, there was a picture with the caption: "A prize to anyone who can tell us what other Square game features the name Schala". The answer to that question is Chrono Trigger.

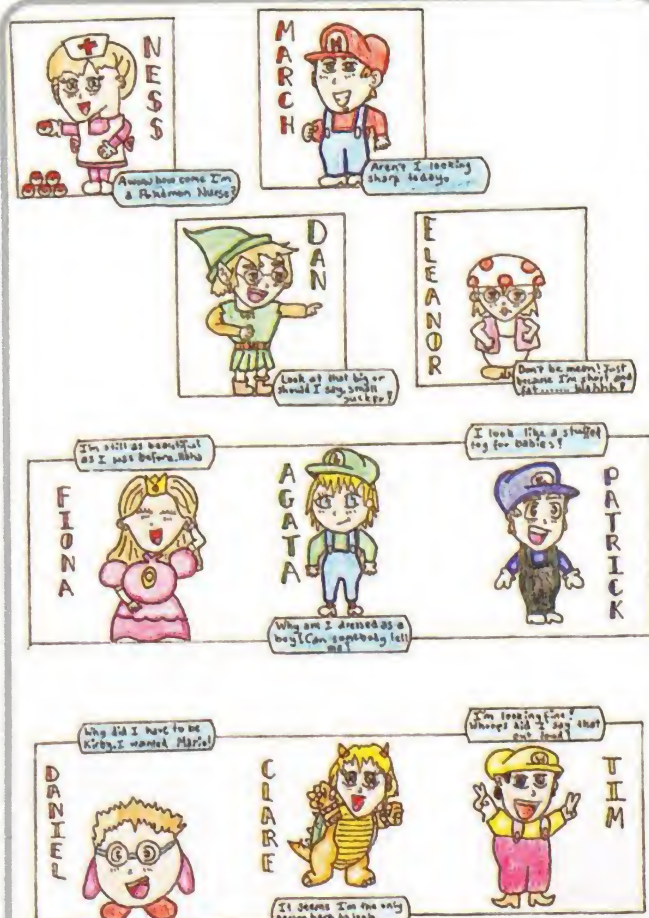
Thanks!

Joel Heferen, NSW

Hey Joel,

Your prize is in the mail, my friend. Well spotted!

Jon Collins sent us these cool caricatures of the GBA World staff. Nice peroxide job on Ness!



By Jon

MARIO & LUIGI

★ SUPERSTAR SAGA ★



SAY HI TO LINK!

If you have a question to ask or just want to have your say.

You can write to
Link at:
GBA World
76 Renwick St
Redfern
N.S.W. 2001
Or email
gba@next.com.au



WINNERS!

Here are all the competition winners from Issue #7, and the reason why they won...

TAIKETSU COMP

M. Lambert, Labrador QLD
Lucky dip!

Lachlan Munro, Mt.
Ommaney QLD
You big wuss, Lachlan!

Michael Cadzon, Keith SA
Now that's more like it!

James Hearmes, Drouin VIC
Yeah, you might... but I doubt it.

Mark Preston, Tallygaroopna VIC
That is the oddest name for a town I've ever seen, so you win!

BEYBLADE COMP

Brendan Ratley, Maitland SA
Well, you've won something now, haven't you?

Shannen Bollard, Maryland NSW
Yep, sounds reasonable to me.

Aaron McBurnie, Narromine NSW
Yeah, okay, your sob story won me over.

Tim Hatfield, Tamworth NSW
Heh – brutal honesty! I like it!

Michael Cadzon, Keith SA
I had a nice childhood, actually. Have another prize.

BROS. BRAWL COMP

Another issue of GBA World, another big prize to give away: this time it's a GBA SP and five copies of Mario & Luigi: Superstar Saga. As we've come to expect by now, this comp drew a huge response from loyal readers. Over the last two months, we've received hundreds of essays, stories, drawings, comics, dissertations and vitriolic arguments detailing your preferences on the subject of the Super Mario Bros. As it turns out, a story ended up winning this time round. A very good story from...

Camille Arnaud, Goodna QLD

Put simply, this story was just great. Funny, pointed and even kind of touching in places, we think Camille has done an excellent job and fully deserves her prize of a GBA SP and copy of Mario & Luigi. The four runners up also did some excellent work too and have won a copy of the game each. They are:

Matthew Walsh, Eltham North VIC
Josh Michael, Inverell NSW
Peter Beerbaum, Alberton SA
Robyn Grellet, Ararat VIC

Well done to everyone who entered and congratulations to the winners! Well done, guys!

gba
WORLD

APRIL/MAY 2004

Welcome to Cube Corner!

Since I'm a renowned galactic bounty hunter known and loved by all, it shouldn't come as a big surprise that I managed to hunt down some killer games for this issue of GBA World. We've especially got some awesome reviews, including Animal Crossing, 1080 Avalanche and – wait for it – Metal Gear Solid: The Twin Snakes! Don't say I never did anything nice for you...



Donkey Kong

Type: Rhythm Action

Distributor: Nintendo

Rating: G8+

Players: 1-2

Due: 2004

SHIGERU MIYAMOTO created Donkey Kong back in the late seventies as the nemesis to a then unnamed plumber. After starring as a sidekick in a number of games, Nintendo gave the ol' Simian over to English developers Rare who went on to create some of the best 2D platform games for the SNES with Donkey Kong in the starring role. After a poor showing on the N64 with Donkey Kong 64 and the recent sale of Rare to Microsoft, Nintendo have the Donkey Kong name back in their own hands and they're looking at a fresh direction for one their oldest stars... in the form of a musical action game!

Called Donkey Konga, this collaborative effort between Nintendo and Namco (who have had plenty of experience with music-based games in the past) is the first such title for Nintendo outside of Japan. It works via use of a twin-conga drum peripheral that measures when and how hard



It's ah-me, Donkeyo!



It wouldn't be a Donkey Kong game without a mini-game involving bananas.

you've hit it. The premise, of course, is simple: drum along to one of the 32 tracks included (ranging from trashy J-pop, classical remixes and even the odd danced-up version of Nintendo game tunes) with the help of an icon prompt along the screen. The sensors within the congas measure the timing of one of four possible strikes (single left drum, single right drum, left and right together, or a clap), and hand out points accordingly. High scores offer new tracks and new ways of hearing them too.

While it sounds simple, these sorts of games are a heck of a lot of fun. As expected, the beginners tracks are nice and easy, and a great way to familiarise yourself with the mechanics. The difficulty curve is there though, with later tracks requiring some impressive displays of co-ordination.

So far, Donkey Konga has only been released in Japan, but if things go well (cross those fingers or write to Nintendo now!), we should hopefully see it in local stores later this year.



Pan-pan!? But of course!

The hidden maths/counting mini-game – more fun than it looks.



The culprits: two skins. The punishment: to be thoroughly slapped.



▲ Captain Olimar and his trusty sidekick Loogie.



▲ The symbol of love to some people, dollar signs to others.



▲ "Rubber ducky, you're the one..."

Pikmin

Type: Strategy

Distributor: Nintendo

Rating: G8+

Players: 1-2

Due: 2004

PIKMIN – FROM MARIO creator and Nintendo Game God Shigeru Miyamoto – was one of the GameCube's most original releases, and one of the more enjoyable ones to boot. It featured gorgeous graphics and some incredible character design, which were all inspired by Miyamoto's favourite pastime (other than making brilliant videogames) – gardening. Centred around Captain Olimar and his quest to retrieve his missing spaceship parts after crash landing on a strange planet, the game's stars are without a doubt the multi-coloured native life form known as Pikmin, which Olimar enlists to help him put his ship back together.

Pikmin 2 is now just around the corner and while it may not look very different, Nintendo have tweaked the game's design after plenty of feedback about the original Pikmin.



▲ Pikmin 2 will feature two player modes – both cooperative and competitive in nature.

This time around Olimar has a sidekick called Loogie and it'll be possible to switch between the two characters on the fly, meaning that players will be able to control two sets of Pikmin in different areas of the map. Nintendo has also added a two-player splitscreen mode, offering both co-operative and competitive play. Not much has been revealed about these yet, although we do

know that one of the competitive modes involves tracking down key objects in the world before the other player does.

While the original Pikmin was set entirely above ground, Pikmin 2 will feature underground areas that will be randomly generated, meaning you'll never enter the same dungeon area twice. Another big change is that the time limit from the first game has been dropped, which will give players the freedom to explore the map at their own leisure – something we believe will much better suit the whole flavour of the game.

Combine all these new features with the gorgeous character of the Pikmin world and you've got one game that we here at GBA World can't wait to get our hands on.



▲ The environments in Pikmin 2 will be more varied than the original.



▲ "Charge! No, retreat!"



▲ Pikmin 2 features two new Pikmin – purple and white.

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Did we mention the track design? Proof that pills and game design really do work well together.



Bombs prove to be a powerful weapon against competitors.

Kirby's Air Ride

Type: Racing Distributor: Nintendo Rating: G Players: 1-4 Out: Now

KIRBY'S AIR RIDE comes to us from HAL, the folks behind the exemplary Super Smash Bros. Melee – and it shows. From the opening sequence, the rousing music and the colourful menu design, this game smacks of SSBM. But where HAL managed to create a deep, enjoyable game for both beginners and experts with SSBM, they went just a little too far with Kirby's Air Ride.

In essence a combat racing game, Kirby's Air Ride is in many respects a quality title. It offers some incredible

track design that should come with motion sickness warnings, as well as plenty of modes and items to unlock as you progress through the game.

The trouble is that to make the game simple and accessible to all, HAL opted for only one control button. Direction is handled by the left analogue stick, with everything else assigned to the A button. So with acceleration handled automatically by the computer, control is relegated to sucking and

swallowing enemies for "powerups" or using the A button to perform a slide turn/speed boost.

It's not hard to get used to the controls, but it's obvious that something's missing – the end result is a rather boring singleplayer racing game "on rails". There is one redeeming feature though: multiplayer. Air Ride becomes one hundred percent more enjoyable with your friends, but even in this mode, as easy as it is to pick up, it's just as easy to put down.

VERDICT ★★☆☆☆



"A" IS FOR "ANNOYING"

The single button design of Kirby's Air Ride is odd. You see, every time you hold the button down, you enter a "slide mode", where upon release you are given a small speed boost. The trouble is that this is the same button to swallow enemies and use your powerups. So when you take those hairpins, be prepared to lose your powerups!



Shibuya Kirby steps up to the plate.



Four-player Kirby: serious fun.



Okay, did anyone see those marshmallows I brought in for lunch?

Harvest Moon: A Wonderful Life

CUBE CORNER

Type: Adventure Distributor: Nintendo Rating: G Players: 1 Out: Now

DO YOU REMEMBER the Tamagotchi? Those infernal little electronic toys – virtual pets if you will – that required constant attention lest they got narky at you? Well, you have some idea then what Harvest Moon is all about, except instead of one Tamagotchi, you've got to look after HUNDREDS of the buggers...

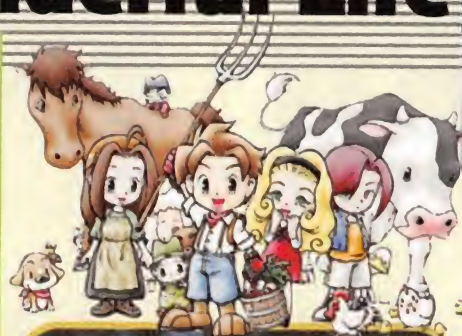
Which isn't as bad as it sounds, it turns out. Harvest Moon on the GameCube is like Animal Crossing with fertilizer added (*There's a quote for the back of the box! – Ed*). You see, there's just so much to do in Harvest Moon that you won't even get to the stage where you'll ponder making your own t-shirt designs like you do in Animal Crossing. Creativity is a luxury of the lazy, it seems.

Set on a farm, Harvest Moon sees you inheriting the family estate, meaning to earn a crust you'll have employ some good ol' elbow

grease. Thankfully, a lot of thought went into the ecology of Harvest Moon resulting in a game where discovering the way things interrelate with each other is half of the fun. For example, your cow will produce milk (which you can sell at the market or drink yourself) only if it's well fed and isn't stressed. The best way to satisfy both needs at once is to let her graze outdoors – but if it's raining you'll have to give her a lot more special treatment to ensure your milk supply keeps on coming. Of course, rain might freak your cow out a bit but it's definitely good for the crops. And speaking of work – you can only do so much in one day (stamina plays a big part in Harvest Moon), so plan your day wisely.

Harvest Moon: A Wonderful Life is a fantastic game – much more engrossing than Animal Crossing but still mostly a game about hard work!

VERDICT ★★★★★



I do WHAT with the WHATS?



One day, all this will be yours!



Pace yourself in the fields – wear yourself out too quickly and you'll pay the price later.



Sweet! This bounty should make me really popular with the ladies



Oh crap. Kids.

LOVE AT FIRST SIGHT

Harvest Moon isn't all about hard work though – you can find love too if you play your cards right. But it's not a simple case of showering your potential partner with gifts (like it was in the GBA or even N64 versions of the game), you're going to have to patiently court her. Okay, so yes, this does involve showering her with gifts – but it also requires that you get to know her through old-fashioned conversation. Gasp!



APRIL/MAY 2004

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Oooohh... gee... pretty... ▼



It might be about speed, but tricks still abound in 1080 Avalanche. ▼



1080 Avalanche

Type: Racing/Sport

Distributor: Nintendo

Rating: G8+

Players: 1-4

Out: Now

If it's speed you crave, then 1080 Avalanche is for you (*Or I know this guy who... oh. Don't worry – Ed*). Whereas Microsoft's Amped series goes for tricks and technique and the SSX Tricky series seems more obsessed with the 'extreme' flavour of the sport, 1080 Avalanche is a fast-paced racing game first and foremost.

While tricks are actually implemented, play is absolutely geared towards flying down a mountain at break-neck speeds. So much so, in fact, that when you hold the crouch button (L Trigger), the camera takes on a stretched, telescopic effect to further increase the sensation of speed. The excess of 16 available courses have also been designed around being able to shave seconds of your best times too and offer a number of different routes to explore down

the mountain. But be careful, run into a tree or any other obstruction and you'll slow down, more than likely conceding your place. Here, Nintendo has also added a new dynamic. Holding the crouch button as you land simulates bending the knees, while landing off balance brings up an analogue stick icon that requires frantic rotating for your boarder to regain balance. That's a nice touch of realism, we think.

Overall though, while 1080 Avalanche has plenty of options, it simply doesn't feel as polished as its predecessor on the Nintendo 64. It is the most visually impressive snowboarding title on any system out there today though, and will reward those who prefer to race down mountains rather than trick their way down.

VERDICT ★★☆☆☆

Some take the easy way, others take the... erm... DEADLY way. ▼



That's powder there, you see. Priceless stuff. ▼


 Monkey Target!
Wait, wrong game... ▼


AVA-BLOODY-LANCHE!

And then there's the avalanches themselves. In a handful of tracks (and an entire two and a half minute race later in the game) you must out-race an avalanche that's hot on your tail. The balance of play is beautiful here if not a little unforgiving: take a bum landing or hit an obstruction and you're almost certain to be swallowed by the moving mountain. Exciting stuff!



Metal Gear Solid: The Twin Snakes

Type: Stealth Action

Distributor: Atari

Rating: M

Players: 1

Out: Now

OKAY, SO THIS GAME first appeared on the PlayStation more than five years ago. But this is no simple port: a collaboration between Nintendo, Konami (the original producers of the game) and Silicon Knights (the guys behind *Eternal Darkness*), *MGS: The Twin Snakes* represents a vastly improved experience over the original.

Following the exploits of undercover operative Solid Snake, *The Twin Snakes* begins like *MGS* began and follows the overall story of the original interspersing it with

much stealth-based action. However, there are some new missions and different takes on originals, so even if you've played *MGS* before there will be new things to experience with *The Twin Snakes*.

Frankly, the graphics update is worth it alone. While it's impressive enough by current standards, comparing it to the original highlights just how far console technology has come in five years. The jagged, boxy visuals have been replaced with smooth lines and atmospheric effects –

even the cutscenes have been given a gorgeous makeover.

But it's the gameplay changes that will please most: *The Twin Snakes* features controls and abilities that were first implemented in the PS2 sequel *Sons of Liberty*, so even if you've played the original before, you won't have played it like this. And if you've never played *Metal Gear Solid* before? Go get this one now. A rewarding if strictly linear exploration game that simply oozes with atmosphere. Well done, Nintendo.

VERDICT ★★☆☆☆



Not on my new suit, ya bastards.



Nice: I sneak past the guards AND pull the chicks.



No, I said YOU go first...



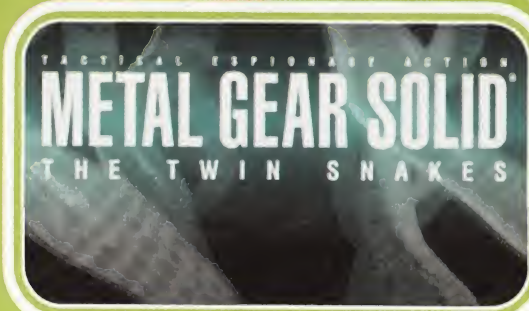
Stylish cutscenes abound in *MGS:TTS*



I can swear I dropped my wallet somewhere around this spot...

WHAT'S IN A NAME?

The *Twin Snakes* is an obvious reference to the game's heritage. While this is a remake of the original *Metal Gear Solid* of PlayStation fame, it features elements – especially gameplay and character controls – from the sequel *Metal Gear Solid 2: Sons of Liberty*. But even that's a tad misleading because there are some new features that didn't appear in previous *MGS* games. For the Cube version, Solid Snake can now shoot down enemies in first person mode. Cool!





MARIO'S REVIEWS

Wahoo!
This-a month we've got a
da best-a selection of games
we've seen in a long-a time! Fire
Emblem, Metroid: Zero Misson,
Harvest Moon... it's a feast of
da GBA goodness!



**MEGASTAR
GAME!**



THE GBA WORLD REVIEW SYSTEM

**gba
WORLD**

Each game is played by every member of the GBA World team, and the final score represents the team's overall opinion. For the bigger games we also provide you with multiple opinions from several of the team to ensure every viewpoint is taken into account. We mark all our reviews out of five stars, including half-stars.

★ ★ ★ ★ ★	5 Stars	Excellent
★ ★ ★ ★ ☆	4 Stars	Great
★ ★ ★ ☆ ☆	3 Stars	Good
★ ★ ☆ ☆ ☆	2 Stars	Average
★ ☆ ☆ ☆ ☆	1 Star	Bad
☆ ☆ ☆ ☆ ☆	0 Stars	Awful

24



30



34



38



42



46



48



50



51



52



53



- 24 Metroid: Zero Mission
- 30 Max Payne
- 34 The Sims: Bustin' Out
- 38 Harvest Moon: FoMT
- 42 Fire Emblem
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- 48 Peter Pan
- 50 SSX3
- 51 Terminator 3
- 52 Tiger Woods 2004
- 53 Sonic Battle



Morph Ball



▲ Within seconds of starting ZM, Samus finds a powerup.



Metroid: Zero Mission

► Type: Action

► Distributor: Nintendo

► Rating: G8+

► Link Cable Support: GBA/GBA

► Out: Now

**RISIBLE REHASH OR BORN AGAIN BRILLIANCE?
READ ON TO FIND OUT...**



John

Just a remake of the original NES Metroid? Hardly, Metroid: Zero Mission is far

more. It takes an improved movement and soundtrack style from Super Metroid and some of the storytelling features of Metroid Fusion.

But for me, it's the adherence to the blueprint of the original that makes Metroid: Zero Mission shine brightly. Exploration by perilous platform jumping, survival by conservation of energy, interaction with the world through ever improving abilities and of course superb combat battle challenges. Better than Fusion, this is the true 2D heir to Super Metroid.



SHHH... SECRET!

One of the juicier bonuses in Metroid: Zero Mission for those who finish it (and there's no excuses there) is the fully playable original Metroid that first graced our screens back in 1987 on the Nintendo Entertainment System. It's the complete version, with battery save too - begone foul password system! But brace yourself, 'cause this is one tough puppy - about a hundred times harder than Zero Mission itself.

Maps are back, though this time around the hints are a little bit more general. ▼



▲ Hmm... I have a sneaking suspicion I might have to come back here...



Fiona

It's Castlevania with guns! No, seriously. Oh, and with less vampires. So, it's Castlevania

except without the whips and vampires... and the gothic castle setting. Okay, it's not excessively like Castlevania from that angle. You're a bloke (*cough* - Ed) in a

shiny spacesuit who kills things with his gun, but the level layout is Castlevanian. Actually, just swap everything that is "fantasy" in Castlevania with "sci-fi", and you'd get Metroid. This is a good thing, with the result being enjoyable (like Castlevania, strangely) minus those cheesy cut-scenes that ruin Castlevania's spookiness i.e. "What? You're really Dracula's step-brother? You went to school together...!?"



▼ Crouch, Samus, crouch!



LET'S DO THE TWIST

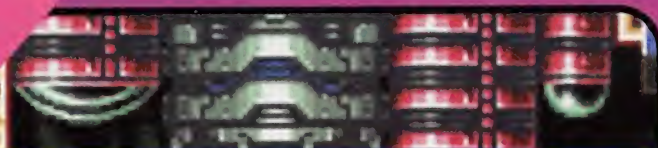
Fans of the Metroid series shouldn't feel too ignored here – there's an awesome twist towards the end of the game that involves a welcome change of pace to the gameplay. We won't spoil the surprise for you here, so we'll leave you with a little hint: we've never seen Samus like THAT before.

Where's my superbomb? ▼



Classic enemies abound in Zero Mission ▼





Save?



Yes

No



Next to maps, you also get save rooms in ZM.



KRAID!

Bosses – what would you do without them? Well, savour the end of level nasties in Zero Mission because they're few and far between. Apart from a couple of mid-level bosses that are a breeze to best, there're only four bosses proper to battle (five if you count a repeat of the one of them). The trouble is that they don't pose any real challenge. Points go to Zero Mission's predecessor - Metroid Fusion - for having more of 'em and making 'em more interesting to fight.



Tim

This little Samus leaps and blasts with a great passion for her job,

getting down to business the moment you go for the button. The controls and responsiveness really make Mission Zero shine. Beyond that, there's something really cool about the way

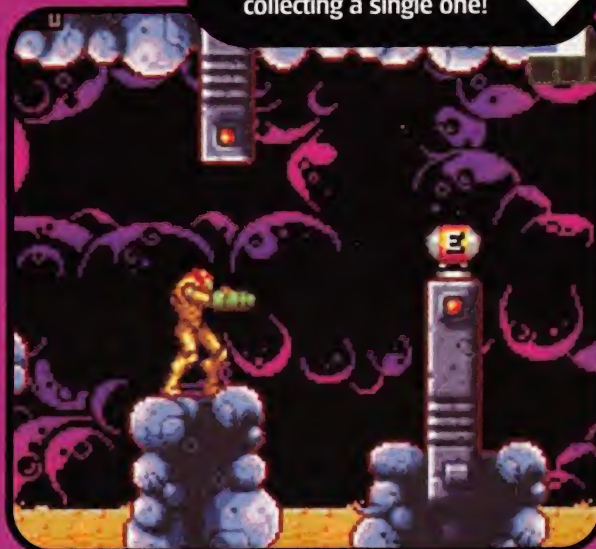
gimmicks and gadgets from recent Metroid titles have been injected into this remake to take it somewhere new. That means you get classic level design and nostalgia with all of the doodads and trimmings you'd expect from today's side scrollers.

It maybe short (but then you can get down to business on the hard mode) but it's oh so sweet (in a butt-kicking power-armoured kind of way).

It's always the eye, isn't it?
Mini-boss number one in ZM.



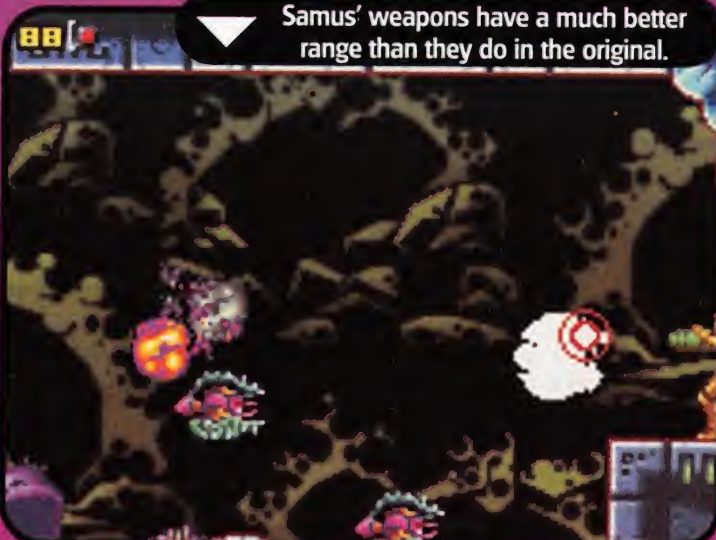
Energy tanks are like gold. For a real challenge, make it through the game without collecting a single one!



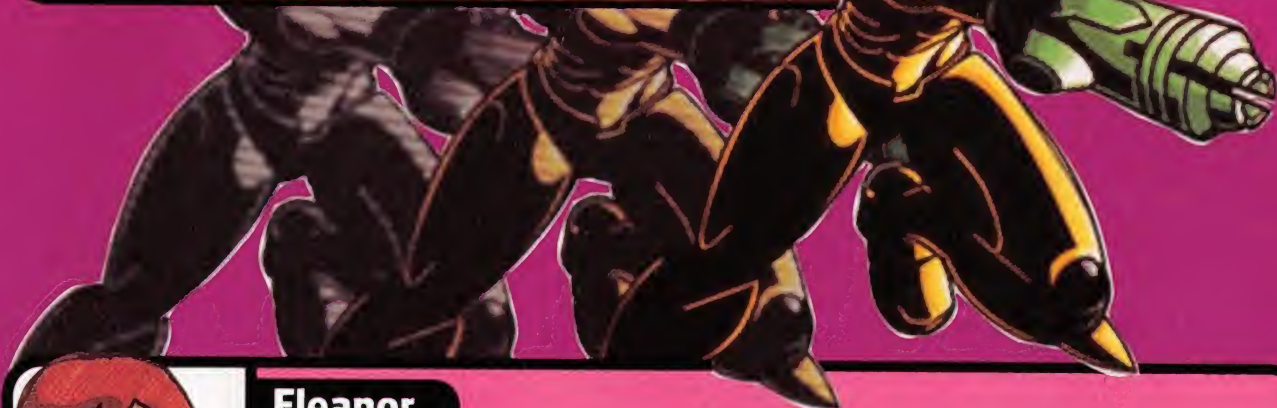
One of the easier puzzles in Zero Mission.



Samus' weapons have a much better range than they do in the original.



Mother Brain?



Eleanor

This game doesn't muck around. Within seconds,

Metroid: Zero Mission throws you straight into the jumping,

shooting, morph-balling action we've come to expect from Samus Aran. In fact, that's the problem with Zero Mission – it delivers everything you'd expect from a Metroid game and not much else. It looks pretty, sounds good and plays well (again, as you'd expect),

but lacks any story or gameplay features to distinguish it from Samus' previous adventures. Don't get me wrong - the Metroid formula works, it's just that if you've played previous titles in the series, Zero Mission feels a little tired.



Stylish cutscenes... check. ▲



CHOZO RUINS

Zero Mission tells the story of Samus' first dealings with the space pirates, and is a partial remake of the first Metroid (NES) game. This time around though, they flesh out story a bit and even delve into the origins of Samus Aran as galactic bounty hunter. The graphics are a heck of a lot nicer too, and even feature designs from the GameCube Metroid Prime game.

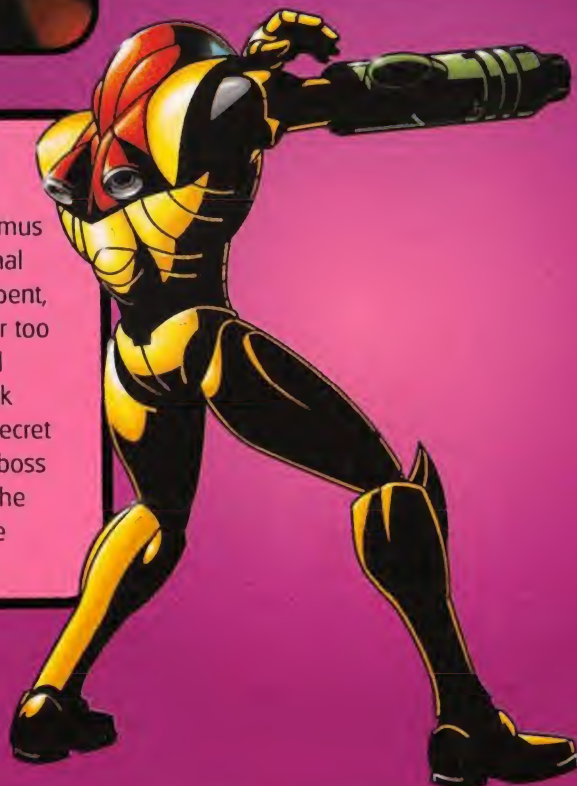


Dan

What does it say about a game when the excitement you feel

upon receiving it lasts longer than the game itself? Well, it probably says that the game's too damn short for its own good – which I

guess is exactly what Zero Mission is. Although every minute you spend with Samus in this remake of the original Metroid is a minute well spent, the whole thing is just over too quickly to be worth the full price of admission. And talk about easy! Here's a top-secret strategy for beating every boss in the entire game: press the shoot button lots. We were expecting more, Nintendo.



Ahh, lava. A Varia Suit would go down really well about now. ▼



Yep, this is Metroid. ▼



Woo! Black market
Chozo powerups!



If it's not the eye,
shoot the mouth...



Next on "People who look like their Starships: Samus Aran!"



March

Be warned:
Metroid:
Zero
Mission is
short. So
short in

fact, that you could pretty much finish this game in one sitting – around the *GBA World* office, we clocked in times around the four and a half hour mark. Yours truly managed three hours, forty-five minutes on the first time through. Not exactly what you'd call deserving of your hard earned 70 bucks, eh? If you think we're disappointed,

you're not far off the mark.

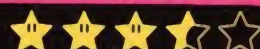
But it's not all bad. Metroid: Zero Mission will offer you – especially if you've never played a Metroid before – a very satisfying adventure. It's classic Metroid all the way: plenty of exploration interspersed with stacks of nasties to shoot and the occasional puzzle to solve.

And boss battles. Apart from being short, Metroid: Zero Mission is also very easy. There're only a few boss battles and they're all dead simple, so

if you're looking for challenge you're going to have to play through to unlock either the original NES Metroid (oh bugger, now THAT'S a bit tough) or the hard mode option for the main game. Why Nintendo didn't include a hard mode option from the start for fans of the series we don't know. The more pressing question is why Nintendo decided to make only half a game...

Zero Mission's short, but at least it's definitely sweet.

VERDICT



gba
WORLD



▲ Max is taken aback by a telephone.



▲ This guy's full of blood, too! I'm seeing a pattern...



MAX PAYNE

► Type: Action

► Distributor: Take Two

► Rating: M

► Link Cable Support: No

► Out: Now

HONESTLY, WE WOULD HAVE PREFERRED MAX POWERS OVER MAX PAYNE ANY DAY...

Uh... ma'am... we need to talk about feminine hygiene.



John

Like the original Max Payne, this is a dull action shooter, where Max tramps

through the dark, grubby underworld of New York extracting revenge on scores of faceless thugs. The "action" is a succession of repetitive gunfights enlivened by Bullet Time. Hordes of enemies

often begin firing at Max before you can even see them on-screen... even though the auto-aiming means they're targeted anyway.

Worst of all, Bullet Time is a complete failure in the top-down view. The marketing department at Rockstar developed Max Payne for GBA and there are only three words for their efforts: Worst. Cash-in. Ever. This game is just too difficult, unrewarding and pointless to bother with.



This is gonna be great.



▲ "Stay away from my Coke machine, pal!"



THE GUY JUST WILL NOT SHUT UP

The dodgy-looking still frames, the fuzzy voice samples... Sorry, I'm just not interested. Max can go on and on to his heart's content about the steaming asphalt of his life's armpit or whatever, but I won't be giving a damn any time soon. **LESS TALKIN', MORE SHOOTIN',** you whiny little fairy.



Fiona

I hate this game. First, the controls are the type where the directions you move and the keypad buttons are 45 degrees out. That irritates me beyond belief. Second, it's a dumb shoot-em-up that constantly interrupts the smiting with an

endless procession of pointless cut-scenes. Now, plot is usually a good thing, but this game just has too much – especially considering there's no more to the actual gameplay than killing people. It's like the "Bold and the Beautiful": personal vendettas, big crime bosses, Satanism, dangerous women, guns, drugs, murder, blah, blah and more blah. It's like the story of every cop movie ever made rolled into one...



THE COUCH, SENSING DANGER, EDGED AWAY

I looked at the water cooler and he tried not to look at my pump action. I was a statue, and – no. Too classical. I was... a squirrel. And he was a poisoned nut. "Remember me, faucet face?" I said. "Eighteen years ago... you killed my bunny rabbit." And I took aim. (Brisbane heat gettin' to ya, Patrick? – Ed)

WHEEEEE!! WHEEEE-HEE-HEEEEEE!!!



See you... IN HELL!!!

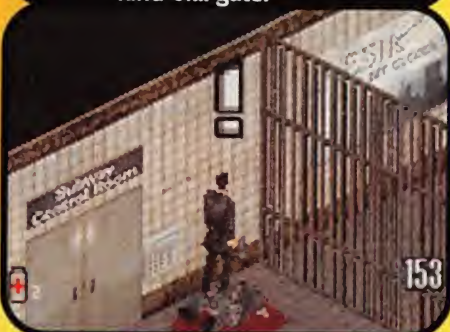


See you, Alex.

Let's clap our hands and sing, everybody!



My god, it's some kind of... gate!



HELL YEAH.



80
Save



Max finally has his revenge on the potted plant.





Aiyee! There's a spider in the toilet!



Which gun goes best with this suit?



WOES

Why is the camera so jerky? How come bad guys start shooting at me before I'm even on the same screen? Why are there only two pieces of music in this whole game? How come some enemies don't react, even when I'm standing on their toes? Man, am I sick of that alarm or WHAT.



Okay, deep breaths. I can DO this, I can DO this!



Take this, you stinkin' couch!

Sure, blame Alex.



Alex had kept me relatively sane for the past three years.



Dan

Man, I'm really tired of shooting videogame people. I've been

shooting videogame people since the late 80s, you know, and it's getting a bit boring now. When it was released on the PC, Max

Payne had this whole thing where you could shoot videogame people in slow motion and it was all really good because you could see individual bullets as they ripped through someone's skull and splattered their brains all over a grimy apartment wall. I didn't really enjoy it that much, and I can't say that I'm enjoying the toned down version on GBA. Nice cut-scenes, though.



I really ought to get a mop.



Honey, he's home.



Honey, I'm home!



I'm the happiest bunny in the whole wide world!



This looks like a job for...
HELP MAN!

WE NEED TO GET HELP MAN!
THERE'S A PHONE IN THE
CONTROL ROOM IF WE CAN
GET THERE AND GET IN.

129 /

In a shocking plot twist,
some guy shoots someone.

I wish Max would throw himself
in front of a Christmas tree.



MY LIFE WAS LIKE
A HAPPY, PINK BUNNY.

I stepped out into the street; into the blood-soaked fog of the rest of my life. It was too late for cupcakes. My shoes, polished like a fat congressman's bald head, crushed the beetles of happiness as I marched towards someone's doom. Maybe mine. I didn't know anymore.



THE TRAIN LIT UP LIKE A
CHRISTMAS TREE. THE POWER
WAS BACK ON.

Why? Because Alex is so
good lookin'.

Pardon me sir, I just need to
borrow your brains for a moment.



ALEX! AM I GLAD TO SEE
YOU.



Patrick

This game's okay. And this far into the GBA's life,

with so many unbelievably awesome games available, 'okay' isn't good enough. I have a hard enough time keeping up with the cream of the GBA crop – I don't need to suffer through adequacy.

Max Payne is spewed forth from that classic videogame

concept; the one where you're this little guy here, right, and you have to run around and shoot all those other little guys. The twist is this Matrix-style 'bullet time' thing, where Max slows down and dodges bullets and shoots bad dudes through the CHEST and there's like BLOOD EVERYWHERE and it's TOTALLY AWESOME OMG!!! Alas, it's not fun for long: With bullet time off, the game's unplayable; with it on, it's too easy. So... they screwed up the shooting-bad-guys part of the

game; what's left?

Nothing, really. Shooting bad guys is pretty much it. Yeah, there's a story, and it's supposed to be really good, I'm told, but... it fails to grip; what can I say? It's not strong enough to pull me through the so-so gameplay.

To be fair, Max Payne is technically impressive in some ways, what with the pretty graphics and the – oh, screw it. Who cares? I'm gonna go draw some BUNNY RABBITS.

VERDICT ★★☆☆☆

gba
WORLD



Finally, a bed that fits in your pocket!



THE SIMS: BUSTIN' OUT

► Type: Sim

► Distributor: EA

► Rating: G

► Link Cable Support: GBA/GCN & GBA

► Out: Now

IS IT JUST ME OR IS IT CREEPY THAT SIM AGATA LOOKS JUST LIKE THE REAL AGATA...?



Fiona

"I think you'd look better in a beret." I tell the grizzly biker in the bar. "Buzz off,

you little gnat!" is the reply. Hehhehheh! So, befriending the biker is harder than I anticipated, but I have a faux zebra skin couch,

so it's all good. Yes, it's the Sims, and my Sim, DiscoStu, is busy chatting up all the ladies in town. A marked improvement from the Sims on PC, in Busting Out you run around getting quests, and you don't end up living in a pile of garbage with your Sim standing in the middle crying. I'm addicted. Now, I wonder where I could get a disco ball...?

Even for the quickest of visits, your Sim is armed with a newspaper.



Not even a Thai takeaway menu. Just bills.



Funnily enough, it's cheaper to eat out than cook at home. But a home cooked meal just fills you up that much more.



GOOOALLLSSS!

With multiple missions happening at once, it's handy to have mission goals available at the touch of a button. This kind of intuitiveness is indicative of The Sims design philosophy as a whole.



I HATE MY STINKIN' JOB

Getting cashed up is no longer a car picking your Sim up and a sped up clock. Your Sim earns cash in mini-games – the better you do the more cash you earn. Be warned, however: some games (like *Mower Maddness*) make your Sim stinky and in need of a shower.



New and Improved!
Now with Crates!



Love expresses itself
in many ways...

Uncle Hayseed



Tim

When it comes to making boring stuff like mowing lawns and buying

trash cans fun, nothing does it quite like the Sims. Once you get a handle on what you need to do to stop your Sim from passing out, this game is a lot of fun, from the

bar-tending and guitar-playing mini-games to the buying cool furniture and to finding just the right stereotype girl or guy to chat-up.

While the game is more linear than its Sim brothers and sisters, this still offers plenty of oddball humour, interior design and relationship-building. If you're tired of your usual GBA games, then you'll have a great holiday in SimValley.

Officer friendly.
I think he likes donuts.



Life on the farm can
be a real bore.



Like him? Kiss him.
He might like it too.

Mel Odious



APRIL/MAY 2004

gba
world



Just like a scout, your Sim is always prepared with a Map of the town.

Maximilian Moore



Are you the owner of Club Rubb?

This man had a club. Club Rubb.



Eleanor

Man, these Sim-people are needy. They're always tired, or

bored, or hungry, or desperate for the toilet... Yet, attending to all these Sim-needs is strangely compelling. Bustin' Out on GBA is my first experience with the

Sims franchise and it's made me realise that activities as ordinary as making the bed and having a shower can entertain me for hours when I have to make a Sim do them. Plus, I can be rude to people without any real-life consequences! I like the sense of humour in this game, too. While The Sims: Bustin' Out might be a case of "been there, done that" for more experienced Sim-ers, for newbies like myself, it's a blast.



Just in case you didn't realise it, you'll be told when you met a goal or completed a mission.

Sometimes it's nice to go and be one with Nature for a while.



Nora Zeal-Ott

That is the most interesting thing I have ever had anyone tell me. Thank you for sharing.

Will she laugh at my joke? Does my Sim really care if she doesn't?



How many crazy old ladies does it take to change a light bulb? I think the word Bric-a-brac is

GOING, GOING... GONE!

After 5pm, all unsold items in the General store get auctioned off – and just like an auction you may score a bargain, or you may get ripped off blind. Happy bidding!

\$261

00:11



Raise Bid

Lower Bid

\$3

\$6

\$6

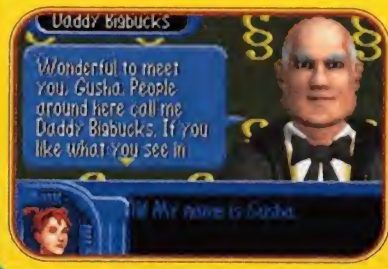
\$6



▼ The last thing you remember was a weird chicken and a Genie...



A nice touch is wallpaper to match your Sims chosen profession. This will change if you get all snugly or smoochy with another Sim, so make sure you choose a partner with similar decorative tastes!



▼ In case you're not sure what to do with a guitar, the menu makes it explicitly obvious.



▼ Rolling in the 'hood on my scizooter. Word, nizzle.



▼ Contemplating life is easier when you're lying down.



Agata

Maxis have really created a monster. I wonder if they had a clue that a

game that was supposed to be an Architecture sim would evolve to be one of the best-known games of all time? The monster has grown, and is now available on GBA as *The Sims: Bustin' Out*.

I'm quite impressed with how they've crammed so much gameplay into one little GBA cart. They've managed to keep the usual needs of bladder comfort, tiredness, friendship and food and they've also given your Sim goals that unlock new careers, new areas and new items. It plays more like an adventure game with a few of life's necessities thrown in to make things interesting.

Things that bugged me include the single option camera angle (a

bit too narrow), the random availability of items in the various stores and the (sometimes) completely inaccurate map. On the plus side is the way the game progresses, that going to work is a mini-game and that you can have multiple goals happening at the same time. There's also an additional area available by linking up with your friends, which is quite cool.

The menu and interface are well thought out, with information on job progression, friendship, game options and inventory all available at the tap of a button. This makes *The Sims* easy to get into and, unlike some GBA games that seem to be over just as you start to get into them, there's plenty of here to keep you going for a long while after you begin. Can EA's monster franchise do any wrong?

VERDICT ★★★★★☆



gba
WORLD



The wind is too strong to go outside.

And I left my chickens outside! Argh!



Harvest Moon: Friends of Mineral Town

► Type: RPG

► Distributor: Ubi Soft

► Rating: G

► Link Cable Support: GBA/GCN & GBA/GBA

► Out: Now

Q: WHY DID THE CHICKEN CROSS THE ROAD?

A: TO GET AWAY FROM FIONA! HA HA HA!



John

Harvest Moon is kind of sweet to start off with, all cute graphics and

puppies but after a while the country lifestyle wears thin. Up at 6am to water the crops (square by tedious square), feed the chickens,

harvest the vegetables, befriend the harvest sprites, get the shopping done... and tomorrow do it all over again!

At least you get to chat up the local ladies, but be warned: presents must be bought to curry any real favour with these superficial vixens. Unless you have a thing for repetitive manual labour, life down on the farm just isn't that much fun.

Giant rocks suddenly appearing in my fields...? I must have aliens!



Down at the local.



CROP THIS!

There are lots of different crops you can grow. Some crops take a long time to ripen (cabbage and pineapple), but they are worth a lot more than the crops that grow quickly (onion and turnip). Some crops just keep growing fruit (tomato and corn), but others you have to replant (onion and turnip).



Duke

If you want to buy some wine, talk to Manna. She's in charge.

Snappy waistcoat there, Duke.

I'd swear these damn weeds grew overnight!



BOOHOO!

Claws is sick! Why oh why is my chicken sick? Ah, the misery! She's not laying eggs! Animal medicine didn't work, so I presume she's upset with me. But I fed and patted her, so she should be a happy chicken. Ach! You never know what's going on in the complex mind of a chicken...



Can you feel the love?
No, but I can see it.



Agata

After playing this game for four hours straight, I have come to the conclusion that

this is the farmland version of Tamagochi. I was particularly amazed that I incessantly kept planting seeds and picking up chickens just to save up for a basket so that planting seeds and tending chicken would be easier.

Really, though, the little guy just doesn't have the stamina to be running a farm on his own. Watering seeds, mining ore, smashing rocks and chopping wood – ack! Another thing that irked me was that there doesn't appear to be too much reward for your hard work – except for maybe turning blue from exhaustion, going to bed and discovering that your crops have bit the dust.

Look what Bob found! A... giant turd?



All my crops just died!
Those damn aliens will pay for this...





Oh yeah...!



Eat sledgehammer, alien scum! Oh, it was just a bug...

Time for a rest.



Eleanor

You know, I've never really fancied the idea of becoming a

farmer.

Spending all day tending to my crops and taking care of the animals just sounds like too much hard work and not a lot of fun to me. So, as you can imagine, I wasn't particularly excited by this little farming sim before I started playing. However, I was soon to discover that farming could actually be fun. Well, super-

cute virtual farming, anyway. Harvest Moon is certainly an odd little game, but it's surprisingly engrossing. Now, if you'll excuse me, I have turnips to harvest! (I want my turnip juice now, damn it! – Ed)



"Oh, oh! Have you heard this one? Why did the chicken cross the..."



Harvest time!



ANIMAL CARE

Cows and sheep need their fodder. Any lapse will make them upset, so make sure you're always stocked. Remember, time doesn't pass in the barn or the chicken coop, so stay in there until you've done everything you can. Buy the whistle that calls the animals to you, as it saves so much time when you don't have to run around fetching them.



I accidentally dropped the whole jar of Jam in!

"And I'm sure it complemented the fish I put in very nicely..."



▼ Bob's social skills are mesmerising.



▼ "Spicy, where'd you go? Here chicken, chicken! Here girl!"



▼ Whaaat? My cow is pregnant?! Those sodding aliens are going down!



▼ Staying up all night trying to perfect his chicken joke, no doubt...



▼ Okay! Now, play dead! Good boy!"



Fiona

It's 11.00 AM on the 22nd day of Spring and my character, Bob, is about

to buy his first chicken. I'm so excited! In the last few weeks there has been trials, tests of my patience, and a misunderstanding with the blacksmith that resulted in my going home with an 800 dollar horse brush I didn't want – but it's worth it because today I buy a chicken (that I'll call Spicy) and it will be a companion for my horse, Chthulu, and my dog, Stupid. Life is great.

Yes, Harvest Moon is another "reality gaming" experience to test your cuteness tolerance (think Animal Crossing) and see

how long you remain fascinated with the day-to-day business of running a farm. Thankfully, though, it's not TOO realistic: all you have to do to your horse is tell him he's cool and brush him. It's not exactly saving the world, but hey – it's fun!

Heh – and they so very cutely avoid the... uh..."reproduction issue" by insisting that cows and sheep become pregnant when you sprinkle them with "Miracle Potion". Dear, oh dear. Gamers who ignore tutorials and hop straight to it may find themselves frustrated, so make sure you listen to the Mayor carefully. Oh yeah, did I mention that I'm buying a chicken today...?



FESTIVALS

The townsfolk are constantly holding festivals, usually in the townsquare. There's horse racing, chicken fights (!), Frisbee contests, cooking contests, and other silliness as well. Get involved, because it's fun, and you can win cool prizes. For example, I won a necklace at the horseracing, and it was worth 2000 gold! How's that?



The Cow Festival is tomorrow in Rose Square.

VERDICT





▲ The artwork is stunning and detailed.



▲ Lyn, one of the heroes of Fire Emblem



Fire Emblem

► Type: Strategy

► Distributor: Nintendo

► Rating: G8+

► Link Cable Support: GBA/GBA

► Out: Now

IF YOU NEED MORE PROOF THAT STRATEGY RULES THE GBA, THEN BUY THIS GAME. NOW.



Tim

A lot of work has gone into the story and the way that the characters

chat to each other. Now, it was all a bit over-the-top "wow, the orphan is long-lost royalty" for me, and the first few missions took

some clicking through, but once you get a little way in Fire Emblem starts to strut its stuff. Considerations such as terrain, weapon choice, archers and even opposing magic types make for some complex strategies from really simple menu screens. It's actually pretty slick, but watch out! If you don't stay on guard, the melodrama starts to sneak up on you...



▼ Characters join your party as you meet them.



▼ Kent levels up after a victory!

THE WEAPON TRIANGLE

Fire Emblem has a special arrangement of strengths for hand-to-hand weapons. Swords beat axes, axes are better than lances and Lances beat swords. Keeping a variety of weapons in your inventory is essential.



▲ Kent and Sain are strapping young knights.

By visiting locals, you pick up more of the story.

Do you know much about the sword held at the altar?

THE TRINITY OF MAGIC

Like the Weapon Triangle, there is an order to Magical powers. The difference is that the kind of magic is set in class, and so it can't be changed like a weapon. Dark magic beats Anima magic, Anima magic defeats Light magic and Light magic beats Dark magic.



Patrick

I no longer have an arse. It's true. Fire Emblem kicked it - kicked it far, far away. I can barely sit down, now, but I don't mind; I've never been happier. This game is basically Advance Wars plus Tactics Ogre,

and - yeah! Yeah, you get it now, right? You're thinking, "That sounds like the coolest thing ever, assuming they pulled it off." Well, they did. They pulled it way, way off. Yanked it, even. This game will consume your life as a videogame reviewer consumes cupcakes, and you'll love every minute of it, you adorable little cupcake, you. Hmmm... I'm hungry.

Lyn acquires a mysterious sword.

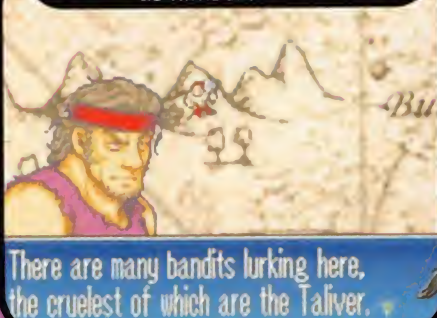


Bad Guy and underling take counsel.

Bah! I've heard that northern Bern is full of bandits.



Eddie Vedder appears as himself.



A Pegasus Rider versus an archer... watch out!



Lyn's Legion has a laugh (for once).





Some missions involve protecting a character for a certain time.



Trading items on the battlefield is essential.

MANAGE MY INVENTORY

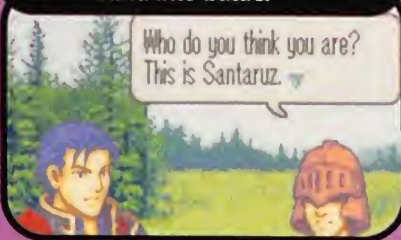
Each character has their own inventory so managing what they all carry is a big part of the game. Before most battles, there's the chance to trade item between characters, so that people who need Vulneraries (health potions) can get them, and weapons or spells can be given to the appropriate warrior.



Buy stock that you need at a vendor.



The Blind leading the Blind into battle.



Eliwood is a dashing, young prince.



Daniel

When I first heard about Fire Emblem, I thought it was going

to be a GBA recreation of the immortal struggle between fire fighters and the... fire that they... uh... fight. I don't really know where

the "emblem" part fits into that. Maybe, like, a badge or a hat or something? Anyway, the point is that Fire Emblem isn't about fire fighters but it still manages to be a great game regardless. I still think Final Fantasy Tactics is better, but that might just be me. Also, the cut-scenes look like they belong in a hentai game. That might just be me, too.

Drew Carey over here, is just asking for it...

Bah! He puts up a good fight for a pampered noble pup.

Battle animations are super.



Laying siege to the occupied castle.



Streamlined controls make combat simple.

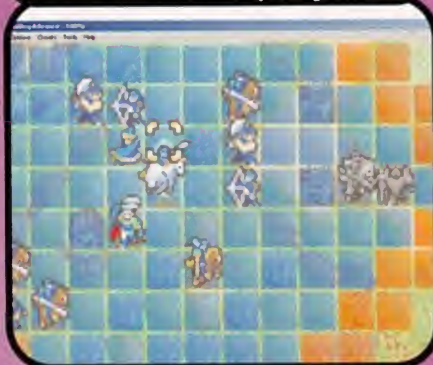
A dramatic reunion! (Oooh, lovers...!)



Winged units move around quickly.

Healing spells, like battles, occur up close.

Beware the Caped Enemy...



John

If Advance Wars (AW) wasn't enough, Intelligent Systems has

blessed GBA strategists with another superb combat title. The two games share many features: turn-based battle, direct and indirect arms, terrain restrictions and fog of war. But there are some major differences.

Fire Emblem has a strong storyline element, so much so that each of the units under your command have their own names, histories and grow stronger as they gain experience. You often control only half a dozen units, so you pay close attention to them. The downside is that when one of your characters dies in battle, they're gone! You'll become

quite attached to each of the characters as they pursue their personal quests through the campaign game.

This is classic RPG material. Each unit has their own inventory, with unique weapons and items. Also, your weapons wear out and new items and arms must be bought to replace them. Battle is thrilling, with each type of unit having its own unique attacks.

Character art is gorgeous and the animations are wonderfully simple. The montage artwork scenes (think the end of Golden Sun 2!) are just beautiful. The complete package is hot and Fire Emblem is an absolute must for fans of the GBA strategy.



AUGURY THIS!

For a small fee, a witch can give you a magical reading on the battle to come. She'll advise on the conditions, what weapons are needed and which units are particularly useful. For 50 gold, you can't get better advice!



VERDICT ★★★★★



▲ "I can't give you a piggyback now, Kim! Can't you see I have to carry this big metal ball?"

▼ A family trip to Sydney Aquarium suddenly turns unpredictably violent...



King of Fighters EX 2: Howling Blood

► Type: Fighting

► Distributor: TBA

► Rating: TBA

► Link Cable Support: GBA/GBA

► Out: TBA

AN ODDLY NAMED JAPANESE FIGHTING GAME? THE DEVIL, YOU SAY!



John

While the SNK fighting games were never really my thing, this version of King

of Fighters has done a lot to pique my interest. So much of the KoF style works on the GBA. From the minimal number of buttons, to the moderate pace of

combat and the absolute necessity in timing attacks, King of Fighters works better on the GBA than in the arcade, in my humble opinion.

The fine touches are all there: a complete practise mode, full move lists, single vs, 3-man vs. This is a fully featured 2D brawler that is fast, furious and strikes a great balance between detail and simplicity in control.



▲ This flashing red screen is your reward for finishing a fight with a special move. How... nice.

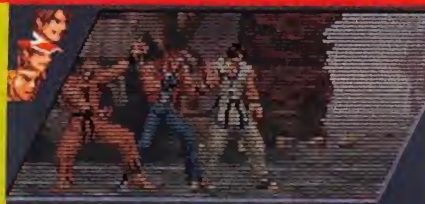


▲ Fights are intense and often highly tactical.

THE "STORY" SO FAR...

Here's a snapshot of one of KoF's infrequent "story" cut-scenes. I've put the word "story" in inverted commas

because KoF's "story" really can't be called a "story" at all, but is more accurately referred to as a "joke". Honestly, why do they even bother? Do we really need any excuses?



Oh, what a feeeling... when we're dancin' on the ceiling...



LOSER



Gee, thanks. Would you like to advertise my defeat in BIGGER letters next time?



"Come on! Who else wants a taste of Mr. McFist's Knuckle Sandwich?!"



Yeah, I don't know what he's doing either, Kim.



Mai's never been a particularly shy girl...



With up to 4 fighters on screen at once, battles can become quite heated.



Dan

I've been a huge fan of 2D fighting games since the original Street Fighter

came out in the late eighties. Sadly however, the GBA hasn't really lived up to its potential on this front and most of the beat 'em ups I've played on the system have been shadows of what they could've

been. Until now, that is.

King of Fighters EX2: Howling Blood probably won't get a release here, and that's a darn shame because this is easily the best fighting game on the GBA. The Kof series has always favoured accessibility and speed over needlessly complex combos and other such nonsense, and this has made the game's translation to our button-impaired handheld almost flawless. There are only two buttons to use, most of the moves

are reasonably easy to execute, the sprites are chunky and easy on the eye, and the pace of the three-on-three fighting is speedy without being frantic. All told, it really is the perfect formula for on-the-go fisticuffs.

Even if it doesn't appear locally, it would be remiss of any hardcore GBA fighting fan to pass up on Kof. GBAs aren't region specific, so why not think about importing it online? You won't regret it if you do.

VERDICT



gba
WORLD

APRIL/MAY 2004



Peter goes flying with the cannonballs.



OH, I WAS TEARING HIM SO SPLENDIDLY...

Riiiiight...I think this man has issues.

PETER PAN

► Type: Platform

► Distributor: Atari

► Rating: G

► Link Cable Support: No

► Out: Now

MORE LIKE PETER *PANNED*! OH HO HO HO! HOW DELICIOUSLY WITTY!



Ah! Green jellies of death!
Nice death jelly...



Patrick

What's the point in writing a review for this game?

It's licensed, so you already know it sucks. I... I just don't know where to begin, in explaining why this sort of game makes me so angry. I mean, there are bad games, and

then there are total non-games, like Peter Pan. It wouldn't exist if these merchandise-vomiting Hollywood lizards thought they could get away with selling a blank cartridge with a Peter Pan sticker on it. Here, listen: Ten seconds into this game, I got killed because a dog ran past me. YOU SEE?! DO YOU SEE WHAT I'M SAYING?!



Yes, those crabs bite. Hard.

THAT'S ONE ANGRY SNAIL...

Expanding on my "Peter is crap" statement: The snails are stronger than you. They biff you up for up to 12-damage, whereas you, Peter, a human with a sword, rarely do more than 4 damage to them. Butterflies, bugs and crabs are all equally possessed of powerful Peter-smiting skills. Go figure.



Really, Peter, you should keep that thing on a leash.



Arrrrr! Piratey goodness ahoy!

FROM FAR BELOW
THE CHILDREN HEARD:
AVAST, BELAY, YO HO,
HEAVE TO, A PIRATING WE GO,
AN' IF WE'RE PARTED BY A SHOT
WE'RE SURE TO MEET BELOW!



Fiona

I've complained before about games

made from a

movie. Before it was about Lord of the Rings, and how seeing the movie made the game really boring. This time it's different, because I haven't seen Peter Pan... yet I still find this game boring. Well, the movie is made from the book, and the game from the movie, so perhaps this process dilutes the original material too much. Not using the original work robs the designer of a lot of creative material to work with, so the result is almost always bland.

Anyway, besides all that,

Peter is crap. The way he fights... it's just not fun. There's no technique to learn. Peter Pan should be full of sneaky tricks, and he shouldn't be so clumsy. So much of the fighting is just horribly random. When you jab something with a sword you expect it to die, just as when you miss something by a mile you expect it to snigger at you. Neither of these conditions seem to apply to Peter Pan. He must be a very magical boy indeed.

The actual story behind Peter Pan is too cool to lose all it's charm (fairies!), but the entertaining bits in this game are sadly few and far between.

VERDICT ★★☆☆☆



THE FAIRIES HAVE TAKEN YOUR CROWN!

Oh, I thought I left it in my other pants.



Where's my fly swat?

gba
WORLD

APRIL/MAY 2004



Hmm... this looks like a challenge.



Grab glowing globs for points in the superpipe. Just like a real snowboarder!

SSX3

Type: Sports/ Racing

Distributor: EA

Rating: G

Link Cable Support: GBA/GCN & GBA/GBA

Out: Now

STRAIGHT SNOWBOARDING GAMES ARE SO BORING NOWADAYS. WHEN IS SOMEBODY GOING TO MAKE ONE WITH GUNS OR SWORDS?



Tim

SSX3 hits the slopes loaded with all of the gear ... unfortunately,

I'm not sure it's the right gear. This game comes filled with a bunch of features and options, you have 12 tracks (which take several minutes per run), special challenges to be activated, a career mode, 10 racers, attributes, outfits and boards to buy and an UBER bar that lets you power up for gravity defying moves.

And that's all well and good, but the problem is that this game tries to ski before it can walk. The basics are just off. If you hold a move a fraction too long you eat snow even if your board is lined up perfectly

for landing. Conversely, if you end a move early enough you can land with your board facing any direction. How does that encourage extreme moves?

Then you have the AI which slaps you in the face with its cheating when you take the lead and the fact that you only sometimes crash when you clip solid objects. Finally, the whole game starts off really slowly because, without buying attribute points, your range of moves is weak and your combos are about as fluid as Elmer Fudd on sedatives.

SSX3 is fun at moments, especially if you're beating up your friends in the downhill races, but it's just not quite right on the GBA.

VERDICT ★★☆☆☆☆

Come to papa ... you're going down.

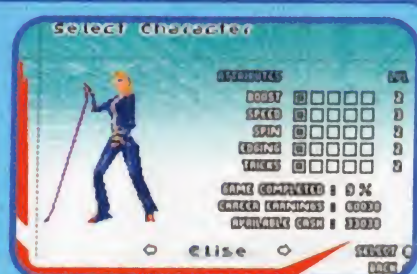


There're more than just ski slopes here. Beware trains!



Babes work better on bigger screens, but nice try.

One of the weird things about the game's Career Mode is that you earn money even when you come last. This means you can unlock all of the courses, and upgrade all of your attributes, without placing in a single event. Sure, you advance a little quicker winning prize money, but there's no need to because everyone can eventually see all of the goods anyway.





What's a game without pistons?

Here's Arnie driving his gas-guzzling humvee.



Terminator 3: Rise of the Machines

► Type: Shooter

► Distributor: Atari

► Rating: M

► Link Cable Support: GBA/GBA

► Out: Now

GWARRRR. HE'LL BE BACK, AND BACK... AND BACK AGAIN... AND THEN HE'LL RULE THE WEST COAST OF AMERICA. HAIL GOVERNOR ARNIE!

Left: A boss! And here I am without my skin! I'd blush if I weren't a killer robot.

Middle: Terminators come colour coded for your convenience...

Right: ...but they all look the same in the end.

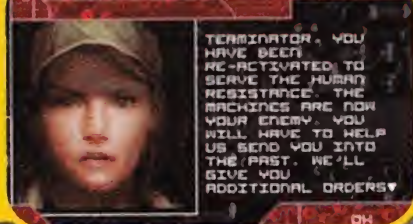


Through the eyes of a Terminator – otherwise known as "Killbot Vision".

APOCALYPTIC SMACKDOWN!

Don't think that this game slavishly follows the movie, oh no, it goes for the good stuff with a healthy dose of Arnie laying down apocalyptic smackdown in the future. We're talking full-on war against Skynet, here, with flying robots, plasma cannons ... the whole bit. There is some familiar story-stuff, but it doesn't come till much later.

TECH-COM 2032



Tim

You know how some games just have that special something?

Well, it looks like T3 went back in time and eliminated that from its timeline. Part by part, there's nothing wrong with this game. There are actually some neat new features like the Terminator vision that shows hidden items and gives little read-outs on

everything. Then you have the ability to switch between walk, run, and strafe mode, so that you move side to side and still fire forward.

There are a bunch of guns from lasers to flame throwers and you even get the odd weapon-mounted vehicle, gun turret and enemy drone to play with. The levels are a decent size and you have your usual race-against-the-clock, rescue and seek and destroy missions.

Finally, there are plenty of bad guys to send to the scrap heap and

you'll find screens filled with deadly dots of death (*Huh? – Ed*) to duck and dodge. Even with all this, there's just something bland about it all, right down to the multiplayer games. No matter what you're doing it feels the same.

I think this game might actually be an early Skynet production: dogs bark as it goes by and while it's wrapped in living flesh, there's no real heart.

VERDICT ★★☆☆☆

gba
world

APRIL/MAY 2004



Welcome to the exciting world of captioning golf games!



The famous "stack and whack" golf ball challenge in action.



That golf ball looks a little... big, don't you think?

Tiger Woods PGA Tour 2004

Type: Sports

Distributor: EA

Rating: G

Link Cable Support: GBA/GCN & GBA/GBA

Out: Now

SEE THE GOLF BALLS IN 2004? THEY'RE CLARE'S DOING. CLEVER, EH?

cough Don't choke!
cough



What kind of egotistical caddy gives Tiger Woods golfing tips?

HOLE 14 PAR 5



Who tees-off right behind a bloody mountain?



Daniel

Would you lose all of your respect for me if I were to say that I am

actually quite a big fan of golf? Not watching it on TV – that's only slightly less boring than watching paint dry, a fact I can back up with carefully detailed empirical evidence. What I mean is that I am quite a fan of playing golf. There's nothing quite like a brisk walk in the crisp morning air punctuated by the occasional bit of violence perpetrated upon a small white ball, a tee and a good deal of grass.

Whilst the last two golf outings

on the GBA have left a fair bit to be desired, Tiger Woods PGA Tour 2004 is, like the player it's named after, an absolute winner. There are five whole courses to play as well as a swag of minigames to add to the overall challenge. Try getting a birdie on every hole in the birdie challenge and you'll see what I mean.

The graphics engine is also much improved over the last iteration of Tiger Woods, delivering great animations and framerates whilst maintaining consistent visual quality. Handheld golf may not be everyone's cup of tea but when you're looking to while away the hours with a challenging and eminently replayable game you can't go wrong with a little Tiger.

VERDICT

" " " "

CUBE CORNER

Cash and prizes won in the GBA version of Tiger Woods 2004 can be used to unlock special content in the GameCube version of the game. Unfortunately the same does not apply for the reverse – whatever you win on the Cube stays on the Cube as there are no special features to unlock in the GBA version.





Sonic Battle

► Type: Fighting/ RPG

► Distributor: Atari

► Rating: G8+

► Link Cable Support: GBA/GBA

► Out: Now

FOR A FORMER ENEMY, SONIC SURE STARS IN A LOT OF GBA GAMES. MAKES YOU THINK HE WANTED TO BE ON A NINTENDO ALL ALONG...



▲ Take that!



▲ A night out on the town.



▲ Trading rare moves with friends helps fill out your collection.



Tim

It's a nice day, Sonic is hanging out at the beach. Guess what he finds?

Emerl the robot! Sure, it looks like it was made by Sonic's enemy Dr Eggman, and sure it has no memories, but Sonic decides he likes the little guy and that he should teach him to fight.

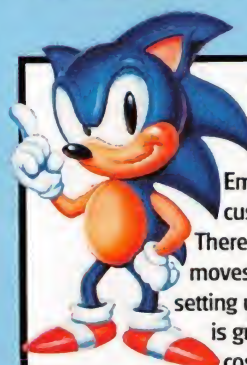
When it comes to biff, the actual moves, flying combos, chain-breakers and super follow-ups are all fast-paced and pretty spectacular. If there's a weakness here it's that the controls aren't quite responsive enough to use the blocking counter move, which

would have given this a real edge.

The whole Story Mode is just plain silly. It's all about moving between quest points and fighting whoever happens to be there (often twice in a row). The first end-boss is Sonic's friend who ignores the hedgehog and attacks Emerl because he won't listen to anyone who can't beat him. At this stage Emerl can't talk, which makes it all a bit odd. Then if you want to beat Knuckles, you have to play about a dozen straight practice matches just to buy Emerl a single decent move. Yes – it's definitely odd.

Overall, Sonic Battle is a good cartoony stab at a 3D-fighting-free-for-all, which offers madcap multiplayer melee plus a slightly naff story mode.

VERDICT



HURRY UP AND LEARN, DAMN YOU!

Emerl is fully customisable.

There are heaps of moves to learn and setting up his fighting style is great. Good moves cost around 20 points, and since you only usually get one per battle getting him up to speed can make the story mode drag (especially if you get easily bored with practice matches).



my Game Boy Life

We want to know all about you!

This is your chance for fame and glory. Oh, and to be featured inside the hallowed pages of GBA World! Who could resist?

Simply tell us about yourself and you Game Boy Life, including a photo, and we'll print a random selection of responses each month. No prizes, just a chance to show off to your friends!

We're back to two readers this month. First up, we've got Justin Hayes from Victoria who – according to his answers – is a bread and butter lad with a bit of a thing for Princess Zelda (*I know where you live, Justin! – Link*). Then comes the most excellent Mr. Calvin Chin, a man who is evidently not afraid to whip out his GBA during school hours. We don't encourage this kind of flagrant disregard for education here at *GBA World*, but we're only saying that because Dan doesn't want to receive angry letters from school principals frustrated with the fact that their students like Mario more than algebra.

Name: Justin Hayes

Suburb & State: Shepparton, VIC

Age: 11

What do you call your GBA? Nothing... yet!

First game? Pokémon Ruby (*That's a good start! – Ed*)

Most wanted game? The Sims

Preferred gaming food and drink? Bread with butter

Sexiest game character? Zelda

Which game is your guiltiest pleasure? Golden Sun

Mario or Luigi? Why? Mario! Luigi is just a rip off! (*Lies! All of it lies! – Ed*)

Worst game? Kuru-Kuru-Kurunin

Wackiest place you've played your GBA? In bed, at midnight, on New Year's Eve

Describe your playing style in ten words or less. I won! No, I lost!



Name: Calvin Chin

Suburb & State: Wishart, QLD

Age: 16

What do you call your GBA? Friend (*Awww! – Ed*)

First game? Pokémon Red

Most wanted game? Yu-Gi-Oh

Preferred gaming food and drink? Milk and cookies

Sexiest game character? Peach

Which game is your guiltiest pleasure? Monster Rancher (*I'd feel guilty for playing that too – Ed*)

Mario or Luigi? Why? Mario – he's original

Worst game? Yoshi's Island

Wackiest place you've played your GBA? Classroom (*See? – Ed*)

Describe your playing style in ten words or less. Determination, Courage, Power...



If YOU want to be in next issue's edition of My Game Boy Life, simply fill out the form below and send it in with a picture of yourself!

Name:

Suburb & State:

Age:

What do you call your GBA?

First game?.....

Most wanted game?

Preferred gaming food and drink?

Sexiest game character?

Which game is your guiltiest pleasure?

Mario or Luigi? Why?

Worst game?.....

Wackiest place you've played your GBA?

Describe your playing style in ten words

or less... ..



READER'S top 20

KIRBY WANTS TO KNOW YOUR FAVOURITE GAMES!



TOP 20

Wow, this issue's Reader's Top 20 has certainly turned out to be an interesting one! For the first time in what seems like ages, Pokémon Ruby & Sapphire no longer respectively occupy the top two positions. Sapphire has now taken the top spot and Ruby has dropped an amazing three spots to fourth position, with Final Fantasy Tactics: Advance and Mario & Luigi moving up to second and third. Frankly, we didn't expect to see EITHER of the Pokémon games drop from the top for at least another six months or so. In addition to that, we've also witnessed a shocking fall from grace for Zelda: A Link to the Past, which has plummeted from it's lofty position atop fifth place all the way down to a lowly eighteenth spot. Tsk! Link would not be amused... (No, I most definitely am not! – Link)



No.	Game Name	Last Position	Time In
1	Pokémon Sapphire	2	5
2	Final Fantasy Tactics: Advance	7	3
3	Mario & Luigi: Superstar Saga	4	2
4	Pokémon Ruby	1	5
5	Lord of the Rings: Return of the King	10	2
6	Crash Nitro Kart	NEW!	1
7	Super Mario Advance 4: SMB 3	18	2
8	Yu-Gi-Oh! Worldwide Edition	8	3
9	Finding Nemo	6	2
10	Dragonball Z: Legacy of Goku 2	3	4
11	Dragonball Z: Taiketsu	11	2
12	Advance Wars 2: Black Hole Rising	15	3
13	Simpsons' Road Rage	NEW!	1
14	Yu-Gi-Oh! Dungeon Dice Monsters	NEW!	1
15	Fire Emblem	NEW!	1
16	Dragonball Z: Legacy of Goku	14	5
17	Metroid Fusion	13	7
18	The Legend of Zelda: A Link to the Past	5	6
19	Crash Bandicoot 2	12	4
20	The Lion King	NEW!	1

GBA World Reader's Top 20

My favourite GBA games are:

1. _____
2. _____
3. _____
4. _____
5. _____

Cut out (or photocopy) this form, pop it in an envelope and send it to:
Reader's Top 20,
GBA World
78 Renwick St
Redfern NSW 2016
Australia
Or email gba@next.com.au



APRIL/MAY 2004

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DONKEY & DIDDY'S DESIGN-A-GAME



Well, the response to our call-out for your homebrewed game design documents has been huge... NOT! Do you know that we only got ONE letter for D&D's Design-a-Game this month? ONE. Come on, guys! We know you can do better than that! Just to make everything a little clearer, allow us to remind you that you WIN A PRIZE when your game idea gets published. For example, this month's winner – Ben Hambly – has won himself an E-Reader and a copy of Beyblade for his troubles. Well done, Ben!

CRUSH GEAR MAYHEM

CRUSH! GEAR! MAYHEM! WHAT ELSE COULD YOU POSSIBLY WANT?

► Author: Ben Hambly

► Type: Action

► System: GBA

► Players: ?

Crush Gear MAYHEM is an action-packed game where the idea is to defeat foes in Free Battle and Tournament Mode. You can decide which character you are and you'd drive their respective Crush Gears (for example, Kouya Marina will come with the Garuda Eagle). As you battle, your Crush Gear levels up and eventually Gear Master Jinn will appear and your Gear will evolve to a more advanced form. Like Pokémon, you simply press the B button if you want to keep your current Gear and halt the evolution.

The game menu contains a

list of choices (*Never! – Ed*). Choosing the "Customise" option will let you use parts you've found in battle to customise your Crush Gear. In Tournament mode, you and your Crush gear battle a variety of foes in three 3-minute rounds. Once you've defeated enemies in Tournament mode, you can then do battle with them whenever you want by choosing "Free Battle". "Training" and "Maintenance" allow you to train and tune up your Crush Gear respectively, while "Crush Gear Change" is where you can use the Gears

and characters you receive from winning tournaments. "Story Mode" is where you play through the Crush Gear story. I've included an auto-save feature to let you play as long as you want to, even if your GBA battery is low (*Smart move! – Ed*).

Crush Gear combat is focused on special moves, which are performed by pressing combinations of all four GBA buttons. And... I'm done! That's Crush Gear MAYHEM. What do you guys think?

The Eagle has landed! ▼

CHARACTER

Garuda
Eagle



The... uh... car has landed! ▼

CHARACTER

Kouya
Marino

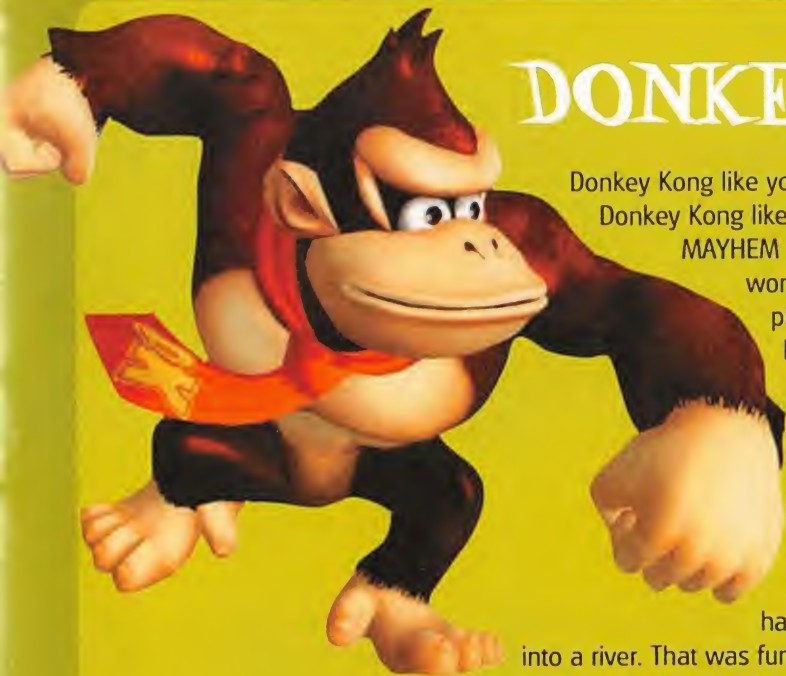


Houston, we have a
problem... it's MAYHEM! ▼

FREE BATTLE

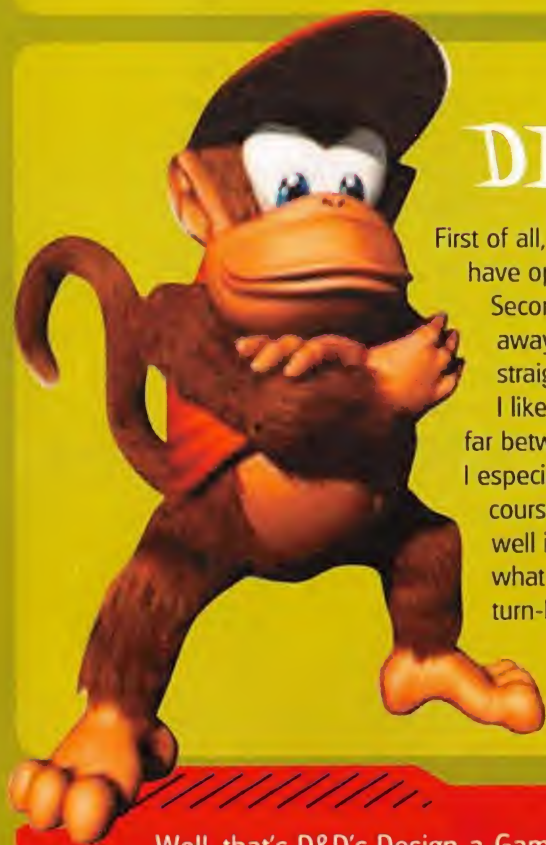


LEVEL 3



DONKEY KONG SAY:

Donkey Kong like your game idea, Ben! Donkey Kong like to CRUSH and Donkey Kong like MAYHEM, so Donkey Kong think that Crush Gear MAYHEM sound like great game to play! Only thing Donkey Kong wondering is whether Ben forgot to include how many players can play Crush Gear MAYHEM at once. Donkey Kong has many friend who like CRUSH and MAYHEM, so Donkey Kong would like to link up with them to play Crush Gear MAYHEM in multiplayer mode! Also, Donkey Kong really like the auto-save feature Ben put in. Donkey Kong is not very smart sometimes, and so Donkey Kong can forget to recharge his GBA SP and it shuts off before Donkey Kong can save his game! Once, Diddy laughed at Donkey Kong when this happened and Donkey Kong got mad and threw Diddy into a river. That was funny, but Donkey Kong still likes your idea. Good work, Ben! You get the Donkey Kong thumbs up!



DIDDY KONG SEZ:

First of all, Donkey Kong, how can you even give the thumbs up when you don't have opposable digits? (*Donkey Kong talented, that how! – Donkey Kong*) Secondly, you didn't THROW me into the river – I JUMPED in and swam away before you could strangle me for laughing at you. Get your facts straight, Gorilla-Boy! Anyway, let's talk about Ben's game. I've gotta say that I like what you've done here, Ben. Good vehicle combat games are few and far between, and your one sounds like it could have the goods where it counts. I especially like that the Crush Gears you control evolve and change over the course of the game – it adds a nice RPG element that I think would work well in a game like this. The only big question I have is about the combat: what exactly is it? Is it real-time style like Mario Kart or more tactical and turn-based like Pokémon? Both could work, so either way you're covered. Good job, buddy! This looks funner than a barrel full of monkeys!

Well, that's D&D's Design-a-Game for this issue of GBA World! If YOU'D like a chance to have your great game ideas published and win a prize while you're at it, then simply write a 250-300 word description in the format you see here, include a few pictures and send it all in an envelope along with your details to:

D&D's Design-a-Game

GBA World
78 Renwick St
REDFERN, NSW
2016

Please note that we will not accept submissions that are based on existing intellectual property (including remakes) or that contain copyrighted work. *GBA World* would like to stress that any similarity between the games described here and games currently available or in production is purely coincidental.



In Mushroom Kingdom, the only sport we play is "Capture the Princess". One team captures the Princess, while the other tries to get her back. It Rrrrrocks!

BOWSER'S

BUYER'S GUIDE to...

...Sports Games



Dan

WHEN YOU THINK about it, the GBA really is the perfect platform for sports games. Unlike other games that often require extended periods of intense concentration, sports games are usually quick-fix titles that you'll rarely play for more than 15 minutes at a time. As such, they are inherently suited to bus-rides, train-trips, doctors' waiting rooms and the myriad of other situations in which we pull out a GBA for a quick shot of time wasting fun.

It is therefore not particularly surprising that sports is easily one of the most popular genres of GBA game on the market.

Everything from snowboarding to boxing to broomstick soccer has made an appearance on the world's most popular handheld and the enormous volume of similar looking games out there often makes it difficult to separate the quality from the dross. Unless, of course, you happen to read *GBA World*...

As ever, the point of this Buyer's Guide is to help you make an informed decision should you feel like buying a sports game for your GBA. We're far from being sports fanatics here at *GBA World*. To tell the truth, the majority of us here are essentially game playing vampires... minus the blood-sucking evilness. We fear the outside world and the giant ball of burning, radioactive gas

you call "the sun" as though our very lives depended on it. However, that doesn't mean that we don't know a good sports game from a bad sports game. Our vast repository of GBA knowledge is just as applicable to this as any other game genre out there

When evaluating individual sports titles, we employed a variety of different testing criteria to see which games were capable of making the cut. The first and most important aspect we look for when playing a sports game is consistency. By this, we mean how consistent the game is in terms of AI behaviour, physics and rules implementation. In addition to this, we also looked for how "realistic" a given game felt, how difficult it was to

understand and play, and what kind of prospects it presented for long-term replayability.

Now that we've got the pre-match pep-talk out of the way, let's blow the whistle and get the ball rolling!

RED CARD!

As you might expect, there are quite a few sports games out there that probably should've stayed in training a bit longer before running onto the pitch. NBA Jam 2002 and Ready 2 Rumble 2 are two such games, exemplifying everything that can go wrong with the genre. Shoddy controls, repetitious, tedious gameplay and laughably inconsistent AI all combine to make these Midway titles the worst sports games currently available. Anyone unfortunate enough to play either of these games deserves a free penalty kick... right to the developers' face.



BENCHWARMERS ...

Davis Cup Tennis

DISTRIBUTOR: UBI SOFT

PLAYERS: 4

SCORE: ★☆☆☆☆

THIS IS AN extraordinarily bland tennis sim with a lot of countries, options and courts... but no decent gameplay to

back up any of it. And that's a shame too, because Davis Cup does feature a very nice looking pseudo-3D engine.



Mike Tyson Boxing

DISTRIBUTOR: UBI SOFT

PLAYERS: 2

SCORE: ★☆☆☆☆

WELL, WHAT COULD we reasonably expect from a game that proudly sports the name and likeness of the same psychotic rapist who told a room full of journalists that he'd "eat [their] babies"? I'll tell you what: not much – and that's just what this game delivers.



Speedball 2

DISTRIBUTOR: THQ

PLAYERS: 4

SCORE: ★★☆☆☆

IN OUR REVIEW, we opined that this game "promises helmet-jarring team-play and delivers a jock-strap full of itching powder". It sounds a bit harsh, but it's a statement we stand by. Speedball 2 is confusing, frustrating and sometimes downright silly to play. Another great opportunity wasted...





BENCHWARMERS . . .

Tony Hawk's Underground

DISTRIBUTOR: ACTIVISION PLAYERS: 2

SCORE: ★★☆☆☆

REVIEWED LAST ISSUE, THUG takes the Tony Hawk franchise and attempts to inject some new life into it with a half-arsed "adventure" mode where you get to experience the fun of constantly being told to go and skate somewhere else. Unsurprisingly, the results are not particularly enjoyable.



Kelly Slater's Pro Surfer

DISTRIBUTOR: ACTIVISION

PLAYERS: 2

SCORE: ★★☆☆☆

KELLY SLATER'S ISN'T a bad effort at taking Tony Hawk and putting it on water, but unfortunately that very fact is also its undoing. Think about it: how fun would Tony Hawk be if you were restricted to skating on one big quarter-pipe and that's it? Well, that's Kelly Slater right there.



Disney's Extreme Skate Adventure

DISTRIBUTOR: ACTIVISION PLAYERS: 2

SCORE: ★★☆☆☆

WE FULLY EXPECTED this odd little title to be nothing more than a vacuous and extremely cynical attempt to cash-in on the popularity of Disney characters by sticking them into a Tony Hawk style skating game. We were mostly right, but the game's still pretty good regardless.



... STRIKERS

Aggressive Inline

DISTRIBUTOR: ACCLAIM

PLAYERS: 2

SCORE: ★★★★★☆☆

YET ANOTHER "EXTREME" sports title: this one takes Tony Hawk style gameplay and puts it on inline skates instead of a skateboard. Happily, however, Aggressive Inline is actually rather good. With a strong emphasis on grinding and realistic tricks, the whole game feels refreshingly hardcore – and there's definitely nothing wrong with that! This is a game for those who like their skating on the challenging side.



BUYER'S

Dave Mirra Freestyle BMX 3

DISTRIBUTOR: ACCLAIM

PLAYERS: 2

SCORE: ★★★★★☆☆

GIVEN THAT IT was developed by Full Fat – the same team responsible for Aggressive Inline – it shouldn't come as a huge shock that Dave Mirra 3 is a polished, above-average extreme sports romp that (surprise!) takes Tony Hawk and puts him on a BMX. The one thing that sets Dave apart from the rest, though, is that he's a right hard bastard. If you play this game, then expect to call your GBA some very naughty names.



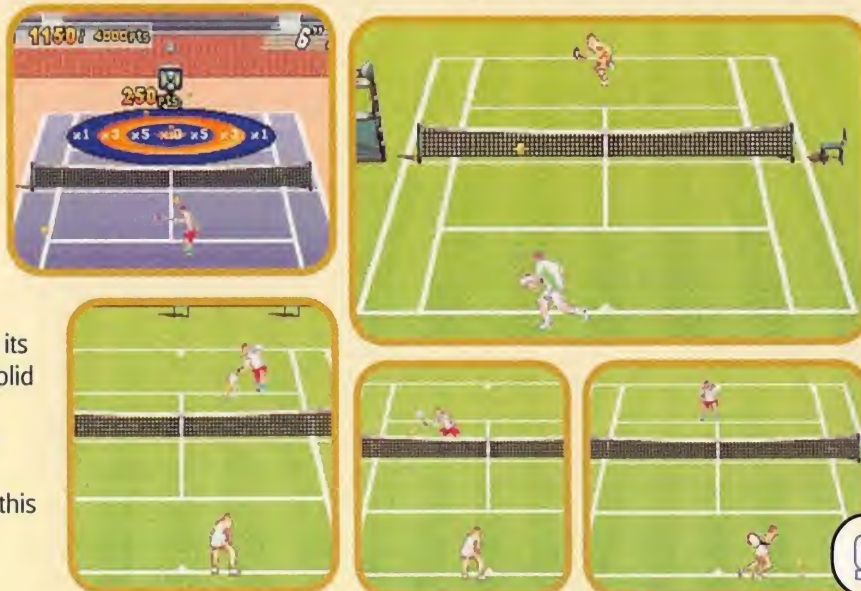
Virtua Tennis

DISTRIBUTOR: THQ

PLAYERS: 4

SCORE: ★★★★★☆☆

HOORAY – WE FINALLY come to a sports game that doesn't have a bloody half-pipe in it! And hey, it's actually quite good too! While it certainly won't inspire you with its visuals, Virtua Tennis on the GBA is a rock-solid tennis title that makes up for its poor presentation with some patented Sega style gameplay. The controls are a bit fiddly and Mario Tennis would probably be better, but this is still a very good game regardless. And there's no Lleyton!



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... STRIKERS



Jet Set Radio

DISTRIBUTOR: ATARI PLAYERS: 4

SCORE: ★★★★★☆

JSR IS NOT YOUR typical sports game. In fact, when we reviewed it back in *GBA World* #5, we actually put it in the action genre. But at the end of the day, we simply can't deny that this is a skating game at heart. Obviously, it's not exactly Aggressive Inline: it's a fast, ultra-slick, arcade style skating game where you spray paint stuff and annoy the police. In short, JSR is a stylishly different kind of sports game... and that's probably why we like it so much.



Matt Hoffman's Pro BMX 1 & 2

DISTRIBUTOR: ACTIVISION

PLAYERS: 2

SCORE: ★★★★★☆

WE DIDN'T ACTUALLY get to review the either of the Matt Hoffman games, and that's kind of a shame because they're really quite enjoyable titles. Essentially, both games put your little BMX guy in a "lane" wherein you complete tasks by pulling off all manner of crazy tricks within a certain time limit. It sounds limited because it is limited, but that doesn't mean it isn't fun! This is precision reflex gaming done right.

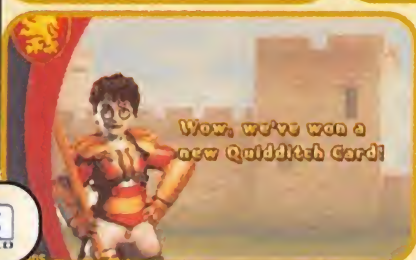


Harry Potter: Quidditch World Cup

DISTRIBUTOR: ATARI PLAYERS: 2

SCORE: ★★★★★☆

BECAUSE QUIDDITCH ISN'T exactly your run-of-the-mill sport, Quidditch World Cup isn't exactly your run-of-the-mill sports game. It's kinda like soccer: two teams face off on a field and try to put the Quidditch (read: ball) into the opposition's goal. The big difference, obviously, is that Quidditch players fly around on broomsticks. And they're wizards. At any rate, this is a great game for Harry fans and a decent title for anyone interested in exploring something a little different.



...CHAMPION'S LEAGUE

Pokémon Pinball: Ruby and Sapphire

DISTRIBUTOR: NINTENDO

PLAYERS: 1

SCORE:



OKAY, OKAY, OKAY – we know Pokémon Pinball really isn't a sports game. We know we listed it as an arcade game when we reviewed it. We know that there aren't any pinball teams or leagues or international cups or whatever. But we're going to put it in this Buyer's Guide anyway. Why? Well, there are two reasons... The first is that the mechanics of pinball in videogame form are actually quite similar to videogame sports. There's a ball and there's a

field in the form of the table. Your team is the flippers and you win by keeping the ball alive by scoring goals in the form of catching Pokémon. There are no opponents, but there doesn't need to be: you're challenging yourself. The second reason is that Pokémon Pinball is bloody good and doesn't really fit into any other Buyer's Guide. So it's here. Because we like it. And you'll probably like it to. So there you go. Happy now?



Tony Hawk's Pro Skater Series

DISTRIBUTOR: ACTIVISION

PLAYERS: 1-MULTI

SCORE:



HANDS UP WHO didn't expect Tony Hawk to take the top spot. Okay, could the two or three of you who actually put your hands up please also answer the following question: Do you live in a cave or under a big rock? Because, you know, I'm pretty sure you'd have to be some kind of crazy hermit to not know that Tony Hawk rules the sports roost on every bloody console on the planet Earth. This isn't without good reason – the

Tony Hawk Pro Skater series is really bloody good. Every single one of the games epitomises all the things we like about a good sports game. There's the consistency of the game physics and level design; there's the addictiveness of trying to beat the computer's challenges and top your own personal best; there's the deep and rewarding control system; and best of all there's the quick-fix nature of the gameplay itself that makes

Tony Hawk the perfect choice for a bus-ride home from work or school. With the sad exception of THUG, the Tony Hawk games are a sports series without parallel. Anyone who's vaguely interested in sports, skateboarding or just good games would be doing themselves a disservice in passing up the Birdman. He's famous for a reason, right?



APRIL/MAY 2004

gba
WORLD



1000% YOUR CONCISE GUIDE TO THE SECRETS OF Mario & Luigi: Superstar Saga



Eleanor

In this guide to Mario & Luigi: Superstar Saga (ML:SS), we'll tell you all you need to know about exploring the Beanbean Kingdom, winning battles, developing strong characters, beating the bosses, scoring big at the mini-games and uncovering some of the game's secrets. Let's-a go!

In the Field

SOLO ACTIONS

This is the way you'll most often interact with obstacles, enemies, NPCs, signs and other important objects.

JUMP	Climb up small steps; hit blocks.
HAMMER	Smash rocks; hit switches.
HAND	Firebrand (Mario); Thunderhand (Luigi).
SPEAK	Talk to people.
INVESTIGATE	Read a sign or examine an object.

HAMMERS

The hammer is one of the most useful items you'll receive on your quest. Hammers can be used in the field, in battle, solo and in Bros. Actions. To smash through all the obstacles in your path, you'll need to get your hammers upgraded to Super and then Ultra Hammers.

HAMMER	Breaks brown rocks
SUPER HAMMER	Breaks grey rocks
ULTRA HAMMER	Breaks black rocks



Take that, you stupid rock!



BROS

ACTIONS

Sometimes Mario and Luigi will need to cooperate to reach their destination.

As you progress through the game, the brothers will learn six Bros. Actions – double-up techniques that can

be used to get past a variety of obstacles.

1. JUMPING TECHNIQUES

Learned: Stardust Fields

HIGH JUMP: Luigi jumps on Mario's head and lifts both brothers up onto high ledges.
SPIN JUMP: Mario spins through the air while Luigi grabs his feet. Use the D-pad to control travel.



Mario does his best impersonation of a helicopter.

2. HAMMER TECHNIQUES

Learned: Chateau de Chucklehuck

MINI MARIO: Luigi squashes Mario with a hammer. Mini-Mario can fit through small holes and identify underground pits where items are buried.
LUIGI DUNK: Mario hammers Luigi down under the ground. This allows Luigi to burrow under fences and dig up buried items.



This technique would be great for escaping from prison.

3. HAND TECHNIQUES

Learned: Massage Parlour

THUNDER SHOCK: Give Mario a jolt with Luigi's Thunderhand, and the brothers will be able to walk sideways or backwards. Use this to activate Boo Statues.

FIRE DASH: Set Luigi's pants on fire and he'll run extra-fast, dragging Mario along with him. Use this to knock over Giant Koopas.



▲ Wow. That looks... ticklish.



▲ You'd run pretty fast, too, if your pants were on fire!

BARREL OF FUN

If Luigi gets dunked and surfaces under a barrel, he can move around "wearing" the barrel and peeking out through the top. When Luigi has positioned the barrel, Mario can climb on top. This is the secret to hitting those hard-to-reach switches.



▲ Mario teams up with a new sidekick: Barrelman.

GOING THEIR SEPARATE WAYS

Sometimes - especially after using Bros. Hammer Techniques - Mario and Luigi will get separated and need to move independently. Press Start to switch between them.




Battles

Once you bump into an enemy on the field, it's battle time. Battles in ML:SS follow a turn-based format. When it's Mario or Luigi's turn to attack, select an action from the Command Blocks. When an enemy is attacking, you'll need to be on your toes and ready to defend. In battle, the A button always controls Mario and the B button always controls Luigi.



SOLO ATTACKS

Timing is the key to all solo attacks - get it right and you'll inflict more damage.

JUMP 	Hit the A or B button once to start the jump and again just before you're about to hit the enemy. Be careful - jumping on spiky enemies will hurt you.
HAMMER 	To attack with a hammer, hold down the button until you see the hammer start to shake, then release it to deliver a crushing blow. If you don't release the button in time, the hammerhead will fall off and Mario or Luigi will only deliver a weak attack.
HAND 	To use a hand power in battle, hold the button down to charge, then release to attack. Some enemies are vulnerable to a particular hand power, while some are resistant to electricity or fire.



▲ These are your attacking options in battle mode.



▲ Hammers are useless against floating foes.

Some enemies *really* don't like fire or lightning. ▼



BROS. ATTACKS

When you perform a Bros Attack, you use up Bros. Points (BP). You won't be able to select this attack option if your Bros. Points are depleted, so save Bros. Attacks for bosses and some of the tougher enemies. Don't be too stingy with your BP, though – you'll need to practise Bros. Attacks to really master them.

Bros. Attacks have three "modes", or difficulty levels. The higher the Mode, the more damage inflicted. Mode 3 uses less BP than Modes 1 and 2. If you're well practised at a particular move, it's in your best interests to increase the difficulty.

Items

Selecting this command block allows you to use items to restore your HP or BP, revive a fallen character, cure poisoning and even change a character's weight or speed.

Defending

The defensive jump is simply a matter of hitting the A or B button at the right time. For a hammer defence, hold down the button and release it to strike an enemy or a thrown item. Watch your enemies' attacks closely – they usually contain some sort of clue about the type of attack or which brother is the target.



Hit A to bounce off Luigi's head...



Now, give Mario a boost...



And connect at just the right time for maximum damage!

PRE-EMPTIVE STRIKE

Jump on enemies you encounter in the field, and they'll take damage when the battle begins. Hammer enemies to enter battle, and they'll be temporarily stunned. If the brother in the rear touches an enemy in the field, he won't be able to move until it's his turn to attack.



Hammer your enemies before battle and they'll be stunned!



Stats & stuff

STAT INFO

To find out about the brothers' strengths and weaknesses, take a look at their stats.

HP:	The amount of damage a character can take in battle
BP:	Used for Bros. Attacks
POW:	Attack power
DEF:	Defensive strength
SPEED:	Determines who goes first in battle
STACHE:	A shiny moustache means more lucky hits and discounts at stores

Master a Bros. Attack to learn the "Advance" version.



If one brother is KO'ed, the other will have to protect him.



Ah! The spoils of victory!



Mario's strengths are in POW, SPEED, and STACHE, while Luigi has higher HP, BP, and DEF. Mario has slightly higher stats overall.

LEVELLING UP

When a character levels up, each of his stats increases by a set amount. You'll also have the opportunity to spin the award wheel and add some bonus points to the stat of your choosing. It's good to have a strategy right from the beginning – emphasise your characters' strengths or compensate for their weaknesses. Be careful – increasing one stat exclusively will make you spin up lower numbers on the award wheel.



Luigi levels up. Now where should I put that bonus?

EQUIPMENT

Equipping clothes, badges and certain items can alter Mario and Luigi's stats or give them special abilities, such as HP regeneration or an attack bonus against spiked enemies. Clothes and badges can be purchased, won in battle or earned as rewards for finding secrets. Other items can be earned at Starbeans Cafe.



BEANS

If you want to make Bean Juice, you'll need to collect some beans first. There are four types to be found in the Beanbean Kingdom: Woo Beans, which are won in battle; Hoo Beans, found in blocks; Chuckle Beans, buried underground; and Hee Beans which can be won in mini-games.



A strange mark on the ground means that a Chuckle Bean is buried below.

STARBEANS CAFE

If you'd like to increase one stat in particular, Bean Juice is the way to go. Take the beans you've collected on your travels to Starbeans Café, in the eastern half of Beanbean Castle Town. There are seven blends of Bean Juice available, each with a different recipe and a different effect. Once you've exchanged your beans for your beverage of choice, open the Suitcase and head to the Items Menu to drink it.



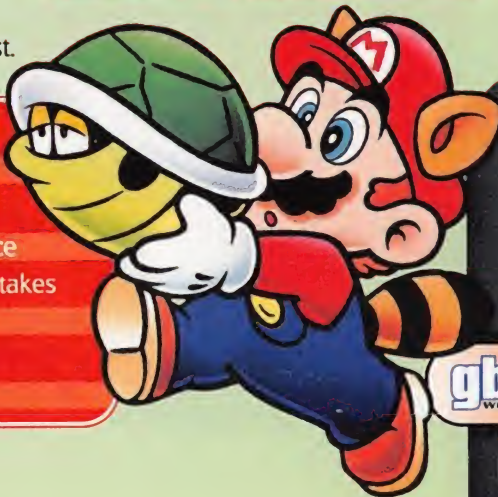
BLEND	BEANS REQUIRED	EFFECT
Woohoo	25 Woo	+4 HP
Hoofoo	25 Hoo	+4 BP
Chuckle	25 Chuckle	+4 Speed
Teehee	25 Hee	+4 Stache
Chuckoccino	15 Woo + 10 Chuckle	+4 Def
Hoolumbian	15 Woo + 10 Hoo	+4 Pow
Teeheespresso	15 Woo + 10 Hee	+6 Any stat



The Professor pops in for a spot of ghost-busting.

Whenever you purchase a blend of Bean Juice for the first time, the owner of the Café (Professor E. Gadd, whom you may recognise from Luigi's Mansion) will pay a visit and give you an item to help your on your quest.

ITEM	EFFECT WHEN EQUIPPED
1. Greed Wallet	Doubles the amount of coins won in battle
2. Bonus Ring	Gives bonus Exp when no HP is lost in battle
3. Excite Spring	Hold down the jump button to float on defence
4. Great Force	Doubles the damage the character gives AND takes
5. Power Grip	Hammerhead won't be dropped on defence
6. Cobalt Necktie	Doubles STACHE points
7. Game Boy Horror SP	Always win rare items in battle





Boss Guide

FAWFUL might be easy to beat this time, but he'll have plenty of fury when you meet him later.



HOOHOOROS won't be happy if you figure out how to beat him!



▶ FAWFUL

LOCATION: Koopa Cruiser
Watch for the **colour-coding** in Fawful's speech bubbles to see which brother needs to dodge the attacks.

▶ TOLSTAR

LOCATION: Stardust Fields
Watch for the hand Tolstar throws the spike-balls with. If he **laughs** before attacking, **don't jump**.

▶ HOOHOOROS

LOCATION: Hoohee Mountain
Jump at the pillar Hoohoo is **not** hiding under, then hit him with Bros. Attacks once he's out in the open.

▶ DRAGOHOO

LOCATION: Hoohee Mountain Summit
Squish Dragohoho's head down early to make his attacks easier to dodge. If his head is **tilted back**, he's aiming at **Mario**; otherwise, Luigi's the target.

▶ QUEEN BEAN

LOCATION: Beanbean Castle
Attack the Queen's **arms first** with **Solo Jumps**, and then go for her **head** with **Bros. Attacks**. Try not to jump on the beans she spits out – they'll turn into additional enemies!

▶ POPPLE AND ROOKIE

LOCATION: Chateau de Chucklehuck
Get rid of **Popple first**. He can heal Rookie with items he steals. If Popple **grins**, he's going to attack **Luigi**. A **straight face** means he's going after **Mario**.

▶ WIGGLER

LOCATION: Chucklehuck Woods
Jump on each of the Wiggler's body segments so that its head turns **yellow**. Then use **Bros. Attacks** on the head.

▶ CHUCKOLA RESERVE

LOCATION: Chucklehuck Woods
Use Bros. **Hammer Attacks** for maximum damage. Watch out for poisoning! Make sure you have some **refreshing herbs** with you.

▶ CACKLETTA

LOCATION: Woohoo Hooniversity
Avoid the **holes** that appear in the ground. When she splits into three, the one with the **biggest shadow** is the **real** Cackletta.

▶ POPPLE AND ROOKIE

LOCATION: Hooniversity Basement
Take out **Popple** as quickly as possible (with **Bros. Attacks**) so that you don't have to deal with the duo's double-team moves.

▶ MOM PIRAHNA

LOCATION: Beanbean Airport
Red plants are vulnerable to **lightning**, while **blue** plants are vulnerable to **fire**. If a brother's hand power is ineffective, use the hammer instead.

▶ TRUNKLE

LOCATION: Teehee Valley
Use Bros. Attacks on the top of Trunkle's head. Watch out, though – the brothers need to be strong for this strategy to work.



That's one angry-looking caterpillar.



You've gotta love a game that makes you fight a soft drink.



MOM PIRAHNA isn't too tough, provided you keep track of her colour changes.



▶ **CAKLETTA** certainly looks scary here – and she's even scarier when you face her a second time.



▶ Don't let **POPPL**E pick your pockets – he might even make off with your hammers!



▶ **HERMIE III**

LOCATION: Gwarhar Oasis

Target Hermie's **claws** first, then his **head**. When he retreats, set his **shell** on fire.

▶ **POPPL**E

LOCATION: Chucklehuck Woods, Winkle Area

Be extra careful when Popple walks **backwards** towards the brothers – he's about to **steal** their hammers! Hit him on the head before he gets too close.

▶ **PIRAHNA BEAN**

LOCATION: Northeast Beanbean

Use Luigi's **Thunderhand** for maximum damage. An **orange glow** in Pirahna Bean's mouth means it's about to spit **fireballs**.

▶ **JOJORA AND FRIEND**

LOCATION: Joke's End

If the Friend's hair is **blonde**, use the **Firebrand**. Use the **Thunderhand** if her hair is **pink**. Use your hammer defence to drive Jojora away.

▶ **POPPL**E AND **BIRDO**

LOCATION: Teehee Valley

When Birdo inhales Popple and spits out eggs, Popple is inside the egg that **hops twice** before attacking.

▶ **THE KOOPALINGS**

LOCATION: Bowser's Castle

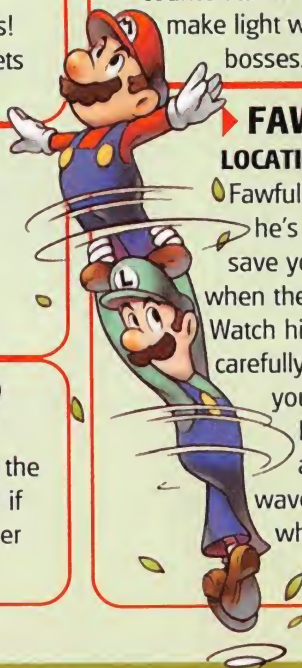
All of the Koopalings spit fireballs – deflect them with your hammer to counterattack. **Bros. Attacks** will make light work of these bosses.

▶ **FAWFUL**

LOCATION: Bowser's Castle

Fawful **can't** be hurt while he's in his dome, so save your Bros. Attacks for when the dome overheats. Watch his beam attacks carefully – don't jump until you see the **flash**.

Before a dive-bomb attack, Fawful will wave **one arm** to show which brother is the target.



▶ Part hermit crab, part Christmas Tree – **HERMIE** is one of the game's toughest bosses.



▶ Aim for the sprout on top of **TRUNKLE'S** head and he'll be a pushover.





Mini-Games

Whether you're playing for Hee Beans or just a pleasant diversion from your quest, the section of the guide will fill you in on all you need to know about ML:SS's mini-games.

BORDER JUMP

LOCATION: Stardust Fields

RULES: Keep jumping over the rope until the flag in the background reaches the top. If either brother touches the rope three times, the game's over.

CONTROLS: A – Mario's jump; B – Luigi's jump.

STRATEGY: Make sure you watch the speed and the direction in which the rope is being pulled. The Border Bros. sometimes change direction quickly or pull the rope around in a circle.

REWARDS: Level 1 - Entry to the Beanbean Kingdom
Level 2 and above - Hee Beans



▲ Don't touch that rope, now!



▲ It's Luigi's turn to be in the spotlight.

MYSTERY CARTS

LOCATION: Hoohoo Mountain Descent

RULES: Pick up diamonds as you ride along the tracks. If you hit an obstacle, you'll lose a diamond. Collect the required number of diamonds to advance to the next level. Luigi will be in the dark unless Mario shines his torch on him. Collect batteries to keep the flashlight on.

CONTROLS: A – Mario's jump; B – Luigi's jump; Control Pad – move flashlight.

STRATEGY: Most importantly, make sure that the torch is always pointed at Luigi. The light can also be used to scare bats away.

REWARD: Hee Beans.

STAR 'STACHE SMASH

LOCATION: Game Arcade, Little Fungitown

RULES: Tilt the tray to slide items into the piranha plant's mouths and earn points.

Star – 5 points

Fire Flower – 3 points

Mushroom – 1 point

Bob-omb – 1 point

Getting a bob-omb into a piranha-mouth will close it and open the opposite one.

CONTROLS: A – lowers right side of tray;
B – lowers left side of tray.

STRATEGY: Try not to lose too many items. Wait until the open piranha-mouth is at the bottom of the screen before you tilt the tray sharply.

REWARDS: First time - Invincishroom
After that - Hee Beans



▲ Tip it! Tip it now!

BARREL

LOCATION: S.S. Chuckola, then Game Arcade

RULES: Line up barrels of the same colour (horizontally or vertically) to earn a point. Line up as many as you can within 180 seconds.

CONTROLS: Control Pad – move Mario horizontally, Luigi vertically; A + Control Pad – push barrels vertically (Mario) or horizontally (Luigi).

STRATEGY: Look for the fastest way to a complete row or column, since time is limited.

REWARDS: First time - Membership Card
After that - Hee Beans



▲ Almost a full row, there!



▲ The little Chuckoroks will be gone in one hit.

CHUCKOLA BOUNCE

LOCATION: Winkle Colosseum, Chucklehuck Woods

RULES: Use the board between the brothers to deflect Chuckola Rocks at the Chuckoroks. Hit as many you can before the Winkle crosses the screen. Collect Barrier Mushrooms for a temporary shield.

CONTROLS: A – rotate right; B – rotate left; Control Pad – move together.

STRATEGY: No real secrets here – just aim the rocks at the nearest Chuckorok and try not to get hit! Spinning in a circle can be an effective strategy, provided there are plenty of Chuckoroks still around.

REWARDS: First time - Winkle Card
After that – Hee Beans

SURFING GAME

LOCATION: Island in the sea, east of Beanbean Beach

RULES: Follow the course and jump to hit the balloons. Avoid explosives and barrels in the water.

CONTROLS: A – Mario's jump; Control Pad – steer.

STRATEGY: Travel by the straightest path possible (i.e. with minimum swerving) and be careful not to overshoot with your jumps.

REWARDS: Over 45 seconds – Hoo Bean
40-45 seconds – Chuckle Bean
38-40 seconds – 2 Chuckle Beans, 2 Hoo Beans
Under 38 seconds – First time Casual Coral Gear
After that – 2 Woo Beans, 2 Hoo Beans, 2 Chuckle Beans.



▲ The brothers pick up some Hee Beans for their trouble.



Secrets

SOMETIMES YOU'LL NEED to do a little exploring to find rare items. To make the job a little easier, here's a guide to some of the secrets of the Beanbean Kingdom. Just look at the number next to the secrets below, then take a squiz at the map to find out where it is and then go get it!

1. Squirt the fan and grab some goodies.



2. Dunk Luigi and guide him under the fence for a solo adventure.

3. Mini Mario can fit through the hole in the castle wall.

4. Find the missing Beanlets. Make sure you check behind buildings!



5. Dig up the buried Beanstones.

WEST AREA

1. In front of the south archway
2. In front of the right pillar in the north archway
3. In front of the Fashion Shop
4. To the left of the southwest building's entrance
5. To the right of the north archway

EAST AREA

6. At the bottom of the large staircase
7. In front of the Information Shop
8. On top of the rightmost ledge in the south
9. On a ledge to the north of the southeast building
10. To the left of the west entrance to the long building



Use Mini Mario to find the exact Beanstone locations.

6. Go exploring with Mini Mario in the Hooniversity.

7. Activate the switch with a jolt of electricity.

8. Head to the right and you'll find your way around the high platform and into the secret cave.

9. Tickle an over-hydrated Mario to grow yourself a way up to the top.



10. Use Super Hammers or a Boo Statue to find your way into a secret short-cut cave.

13. Hammer your way back to Guffawha Ruins.

11. Knock over the Giant Koopa that's inside this cave.



12. Smash through the black rocks near the beach.

14. Head left after you enter Joke's End and spin your way between the whirlwinds to find this secret.



GREAT GAMING ADVICE FROM NURSE NESS

Dear Nurse Ness,

You have to help me! I'm playing *Pokémon Sapphire* and I need to know two things:

1. Where do you get a heart scale?
2. Where can you find the paintings and drawings in the art gallery at Lillycove? I've beaten the Elite Four!

Thanks!

Kima Fenn

Hi Kima!

1. You can find the Heart Scale in Lillycove. First, go to the Department House, meet your rivals there and have a fight with them. Then head right and down the nearby ledge, enter the house and talk to the man for TM 44. Now go to the beach and examine the left most pink rock for a Heart Scale!

2. You can find the picture you're looking for in the Lillycove City Department Store, on the 5th floor to be exact.

Oh yeah – congratulations on beating the Elite Four! They are quite a trial.



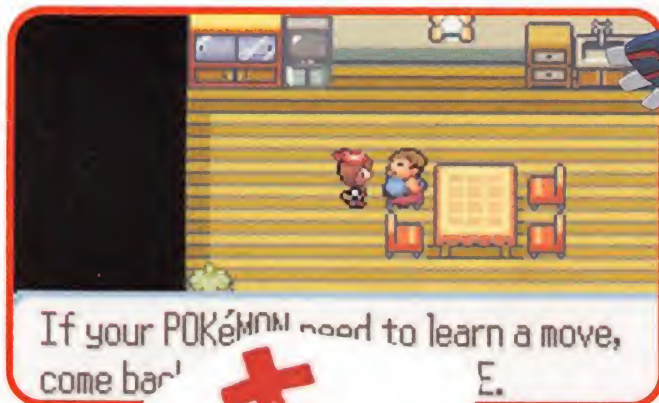
Dear Nurse Ness,

I am in an awful mess! I have got *Zelda - A Link to the Past* and I am stuck! What do you do after you've found the Master Sword?

Regards,
Daniel

P.S. I really like your hat!

Howdy Daniel!
Everyone seems to like my hat! I don't wear it very often, even though Dan loves it! (I have one of my own! – Ed)
To answer your question:



If your POKÉMON need to learn a move, come back! + E.



WELCOME TO ANOTHER EDITION OF NURSE NESS!

Thanks for all your letters and praise of my hat! I will endeavour to answer all questions but please be patient as many people are in need of help! Also please make sure you list what game you are having problems with and as many details as possible so I can completely answer your question.

Keep writing in!!!

Nurse Ness, GBA World

78 Renwick St, Redfern, NSW 2016

Or email me at: Nurse_Ness@hotmail.com

Happy gaming!



Once you've found the Master Sword, you need to go to where you started your adventure: Hyrule Palace. Go to the front door and you'll see a big electrical barrier blocking your way. Hit it with the Master Sword and – voila! – it'll disappear and you'll be able to go inside. Watch out, though – Agnahim's waiting in there and he's not happy that you killed his underlings!

Dear Nurse Ness,

I bought Pokémon Ruby and it's a great game, but I need your help. I'm trying to find Sky Tower – could you please tell me how to get there and what to do?

Thank you!

Adrian Goss

Hi Adrian!

The Sky Tower (or Sky Pillar, if you prefer) can be reached after you defeat The Elite Four and is located East of Pacifidlog on the north side of Route 131. The Pokémon available for capture here are Golbat, Dusclops, Claydoll and Altaria. Be careful, though! In order to get

to the top of the tower, you'll need a Mach Bike to pass the crack on the floor.

Once you do get to the summit, you'll meet a Lv.70 Rayquaza. He's a tricky little bugger, so be ready and well stocked with Ultra balls.

Also, thanks to Robin K for her letter regarding the same subject.

Dear Nurse Ness,

I need help in Golden Sun! You see, everyone says that there is a place called Crossbone Isle, but I can't find it anywhere! Also, do you think I should get either or both of the Advance Wars games? I've heard they're very good.

See ya!

Philip Dudzinski

Yo Phillip!

Crossbone Isle is a secret dungeon that is completely optional. To find it, you need the Cloakball that you find on the desk of Babi in Tolbi, the Halt Gem that you find in Vale, and the Carry Psynergy

that you get by equipping the Carry Stone you find in Venus Lighthouse.

When you've got these things, make your way out of Lalivero and head southwest. Go west through the Venus Lighthouse entrance and keep going until you reach Suhulla Gate and the Suhulla Desert. Once here, head west around the hallway and up the steps. There is a hidden pillar here that you must reveal and hop across. Head down the ladder here and go through the cave. Now go east along the long passageway and up the stairs. Head south out of the next room to find yourself right next to a pink sandstorm. Go into the sand storm, let it

sweep you up and take you to... CROSSBONE ISLE! Hurray!

The first Advance Wars would be my choice but the second one's fantastic too! Get 'em both, if you can!

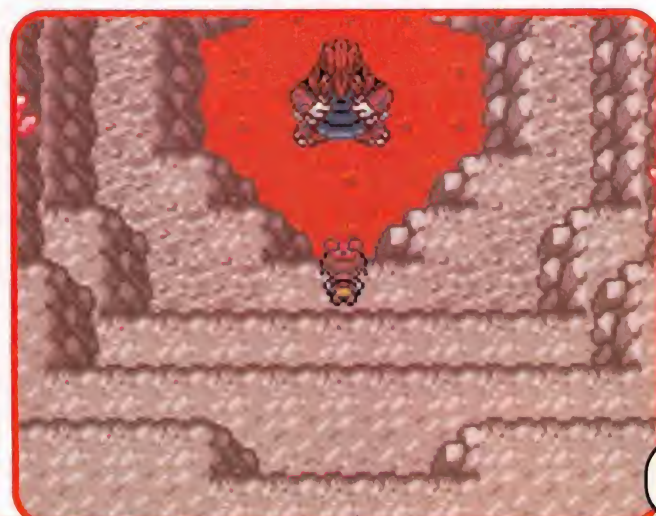
Dear Nurse Ness,

I'm stuck on Pokémon Ruby. I have unleashed the Regi Trio but I've looked all over Hoenn and can't find them. Is there an easier way to catch Latios? Where can I get more Master Balls?

Help me!

Rebecca Carter

Sadly, there is no easy way to catch Latios – it just takes a lot of time and a lot of work! You have done the hard work





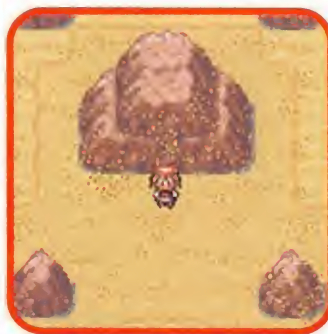
for catching the Regi's now for the easy part. First, make sure you have a Pokémon that can put other Pokémon to sleep, and one that has a HP lowering move. Also, you must have a large number of Ultra Balls. Now, here's where the Regi hide:

REGI-ICE: Fly to Dewford and surf to the top, then to the left and then up. When you reach route 105 head onto the island with the trainer and then surf off the left of it. Go up and into a cave in a rock that had been closed up till

now. Walk up to the top and you'll find some braille. This message says: "Stop and wait. Wait for time to pass twice." Stay looking at the braille for two minutes (yes, two whole minutes. Just stop and put your GBA down or something...). Don't move at all or exit from the braille. Then the door at the top will open revealing a second room containing Regice. Save and then battle him, using whatever strategy you find best to catch him.

REGIROCK: Head to the desert ruins north of Mauville and go to the bottom of them. Enter the second tomb and go up and press action on the braille. It says: "Right, Right, Down, Down, Then Use Strength." This means to exit and take two steps right, two steps down, and then use HM: Strength. The door will open and you'll be able to fight RegiRock in the same manner you fought Regice.

REGISTEEL: To get him, fly to Fortree and head to the right. Follow the path all the way to the bottom till you get to the





1x3 berry patch with the rare berry girl near it. Go up to the stairs, through the grass, up another set of stairs and into the Ancient Tomb. Read the braille at the top to find the message: "With new time, hope and love, aim to the sky in the middle." This means you must go to the very middle of the cave and use Fly. It will open up an entrance, which will reveal the mysterious Registeel for you to capture.

With that done, you will finally have all three Regi's in your possession!

Master Balls are quite rare and there really isn't a "way" to get more of them. You could always try the lottery, but you're going to need a lot of luck...

Dear Nurse Ness,

I am stuck in Pokémon Sapphire. I need to find the coin case for the Mauville game corner. Can you help me?

Thanks in advance,
Braydon

Of course I can help, Braydon!

When you enter Mauville City, make sure you've got the Surf Mail with you. Talk to the girl in the house near the Casino and she will give you the Coin Case in exchange for the Mail. And that's all! Easy, huh?

Dear Nurse Ness,

I just got Golden Sun: The Lost Age. I am up to the part where you are in the Dehkan Plateau and are following the Red Djinn across the mountain. When I go across the bridge here, he breaks the pillar and you have to go around the other way to get to the other screen. When you're there, you see the Djinn jump on pillars until he falls down a hole. My question is: what on earth do I do now?

Thanks!

Cameron Sawyer



Heya Cameron!

The Djinn you're talking about is the Mars Djinn. After he has done his little disappearing act, follow him by falling down the hole and exiting the room you end up in. Go south here and climb the vine.

Before you exit this area, push the pillar above the exit into the valley to create a shortcut to where you are. Now, you can go to the next area!

Dear Nurse Ness,

My name is Jon Peppinck and I am really stuck on Zelda: a Link to the Past. Can you help me? I don't know how to get out of Death Mountain in the Dark World.

Thank you,
Jon Peppinck

Hello John!

As you approach Death Mountain, the Old Man immediately asks if you're going to the Tower of Hera looking for the Golden Power. He tells you that many a

person has died in search of the elusive power. He then offers to steer you around the dark caves. Follow his directions and you'll eventually end up on Death Mountain itself. All around you are rocks and debris plummeting from the top of the mountain, as well as some small winged creatures that I like to call Wing Monsters. When you slash at the Wing Monsters, they turn to stone. Do this to all three of them, and head south and then east to the next doorway while avoiding all of the falling rocks. When you get in front of this door, the old man will address you now for the last time. He'll thank you for bringing him this far inside, and gives you a Magic Mirror as a reward! This is a very vital item, for it allows you to transport from the Light World to the Dark World.

Hope that helped!



Well, that's it from me for another issue! As always, thanks to everyone who wrote in! See you in the next issue of GBA World! Cheers!
Nurse Ness

PEACH'S PREVIEWS



Little lost lamb! Speak your desire, and the powers of Light will surely grant it!

Have you ever wondered exactly what I'm doing in this pose? Let me explain: I'm pointing the finger at YOU, dear reader, for not emailing Dan and demanding more previews for my section! It's all your fault!

PREVIEWS

79 SHREK 2

80 SHINING FORCE



"I am Shrek, King of Donkey Land!"



"Actually, sir, I believe it was YOU who crashed into MY horse!"



Quit jumping around like a dumb ass.



Here we see Shrek going for a walk with his pet pumpkin.

"Wheee! Down the money slide I go!"



Shrek's been stealing Mario's mushrooms again...



SHREK 2

SHREK! HE... HAS A BIG HEAD... AND HE'S GREEN! GREEN, I TELL YOU!

► Distributor: Activision

► Type: Platform/Puzzle

► Out: June

Based on the forthcoming movie of the same name, Shrek 2 looks like it's going to be a fun little game indeed. How do we know this? Well, let's have a look at a few relevant facts...

First of all, it's based on Shrek. Yes, we know that Shrek Swamp Kart Speedway or whatever it was called was awful beyond all reasonable expectations, but Reekin' Havoc was quite enjoyable and this new game looks to have improved on that significantly. And it's Shrek, darn it! Shrek! He's right up there with

Samurai Jack and Nemo as one of the coolest new animated characters out there! Perfect material for a good platform romp, we think.

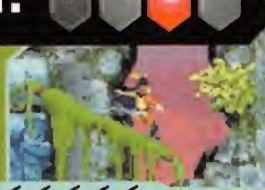
The second reason we think Shrek 2 will be fun is because it's actually going to be quite faithful to the movie, with over 25 locations from the film making an appearance in the game. Oh, and did we mention that it looks a lot like The Lost Vikings? You've got three characters under your control at once and you have to use their respective strengths to overcome puzzles, enemies and other



obstacles. Yep, sounds pretty Lost Vikings to us. That's a good thing!

Expect a full review soon. In the meantime, look at these exclusive screens. Yes, you heard me – EXCLUSIVE.

PROSPECT:



Mini-games ahoy!

We're big fans of mini-games here. The more mini-games you can cram into your meta-game, the better. We're told that Shrek 2 is going to have lots of mini-games, and each will take advantage of the skills of the characters you use to play them. Did we mention how much we like mini-games? We did? Oh, well... moving swiftly on...



Most of the game is viewed via this traditional top-down perspective.



Narsha: Please forgive the intrusion, father. But I had to see you.

The story is rife with high-fantasy intrigue similar to Fire Emblem.



"Incredible, Lowe! Your hair is the worst I've ever seen!"

Lowe: Incredible, Coal! You're holding your own against Lord Varios!



As you'd expect, managing your stats is vital.

NAME	RANK	LV
Coal	Swordsman	4
Ken	Knight	2
Age	Page	2

SHINING FORCE: RESURRECTION OF THE DARK DRAGON

THINK YOU'RE READY TO ENTER THE DRAGON?

► Distributor: THQ

► Type: Strategy

► Out: March

► Tactics Ogre, Final Fantasy Tactics Advance, Advance Wars, Fire Emblem and now Shining Force: Resurrection of the Dark Dragon... yep, the GBA is definitely where it's at for tactical gaming goodness.

But wait — Shining Force? How could we possibly put that up there with the greats like that? Well, you see, it's quite easy because we think this baby is going to rock just as hard as any

of the other games we mentioned. Shining Force: Resurrection of the Dark Dragon is going to be a tactical RPG feast. We know this because we played the original Shining Force games on the Sega Megadrive way back in the early 90s and we liked them a whole lot. And you know what? This one looks like it's going to be better than all of the old ones combined. Sweet!

According to the info we've

received, the battles in Resurrection of the Dark Dragon are going to be "more tactical" and will feature a new "unique card system" that apparently adds an even deeper level of strategy to what was already a fairly robust combat system. And, as you can tell from the screenshots, it certainly looks quite nice.

We'll hopefully have a review of Shining Force in the next issue, so keep a look out for it!

PROSPECT:





Shining Soul 2

In addition to Shining Force, THQ will be releasing Shining Soul 2 on the GBA quite soon as well. We liked the original Shining Soul, but thought it could do with a few minor changes – advice that Capcom has thankfully followed up on for the sequel. There's also a four-person multiplayer mode to boot, which has to be a good thing. Bring it on, we say!

PREVIEWS



The Freakos take a family trip down to the local river...



Um... we don't really know what's going on here...



Could it be a menu screen? Or maybe a counting game?



Oh, wait - it's definitely a menu screen. Phew!



I don't know... should I trust an old bikey pretending to be a priest?



APRIL/MAY 2004

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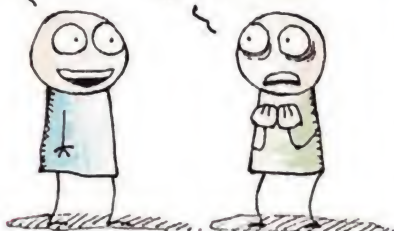


GAME OVER...

By Patrick Alexander

THIS IS A COMIC ABOUT VIDEOGAMES, SO... LET'S HAVE SOME TOPICAL JOKES, OKAY?

MY INSIDES ARE TRYING TO GET OUT!



DoMeS-2.2K4

PHIEW! I SURE AM TIRED!

THIS CAN'T BE HAPPENING!!

READ THE CARD.

WHAT??



"DID YOU WORK LATE LAST NIGHT?" OH DEAR GOD!!

NOPE... I WAS PLAYING MARIO KART!

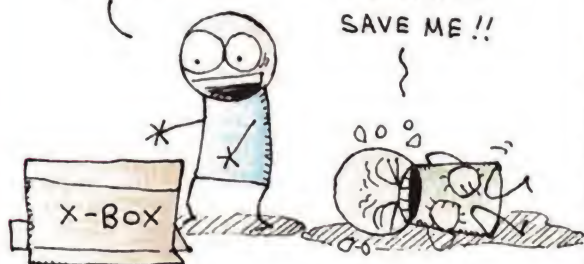
NO... NOOOO!! PLEASE... NOOOO!!!



THE XBOX... IS BIG!
LOOK AT IT! IT'S
AKIN TO AN
ELEPHANT!

Noooooo!!

SOMEONE...
SAVE ME!!



HEY EVERYONE, CHECK
OUT MY NEW N-GAGE.
WAIT - MY MISTAKE;
IT'S A TACO!



HOW COME MARIO AND
BOWSER PLAY GOLF
TOGETH - KKKHHK!
KKHK!!



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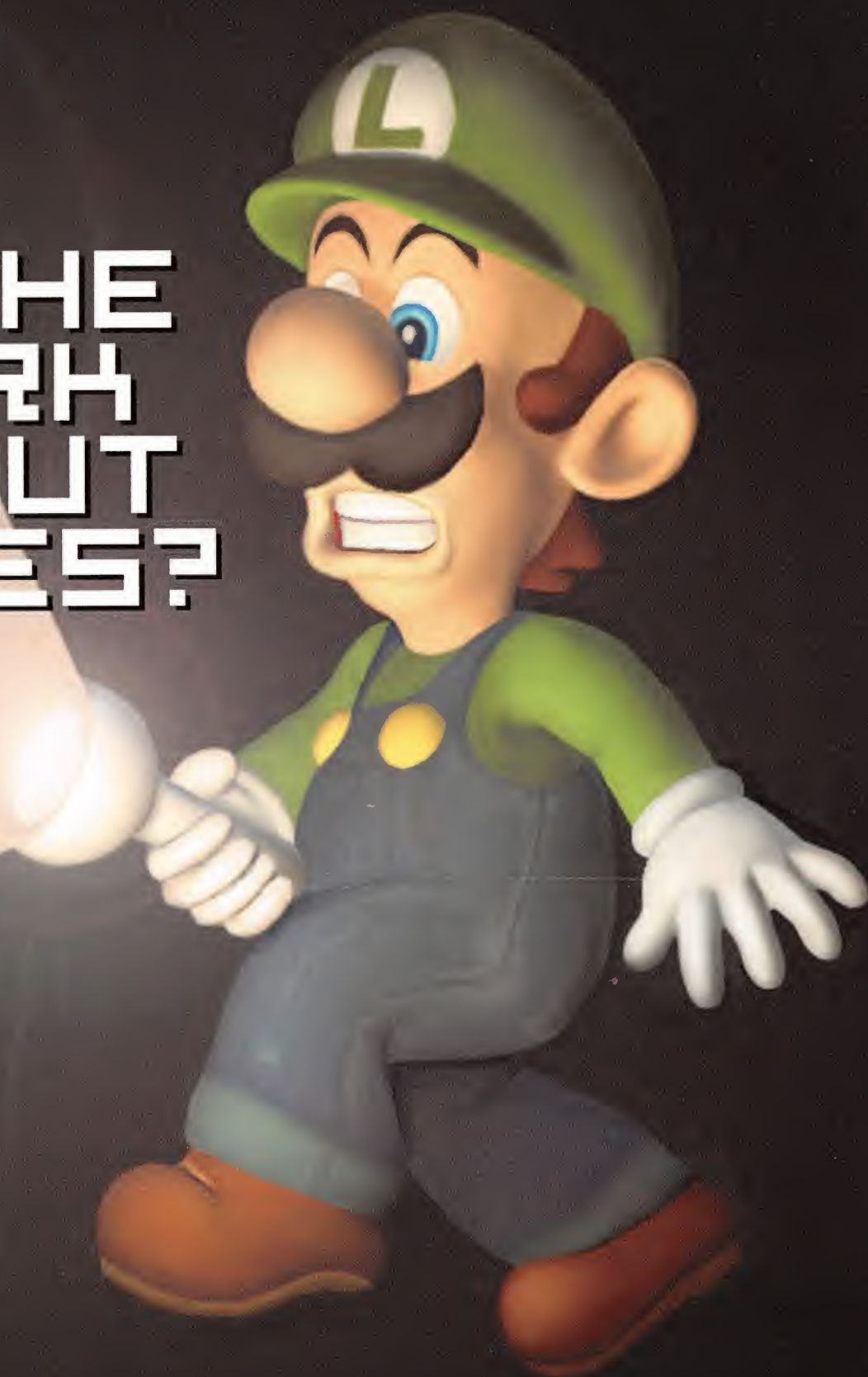
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